No 12 July 1991

LET'S COMPUTE!

99p

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Make a monster

WIN!
a trip to Alton Towers – and much more

PASS!
that computing badge

FLASH!
Spelling made simple

For ALL users of:
Electron, BBC, Amiga, C64/128, Archimedes, Spectrum, Atari ST, PC, Amstrad CPC

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PARENTS & TEACHERS!
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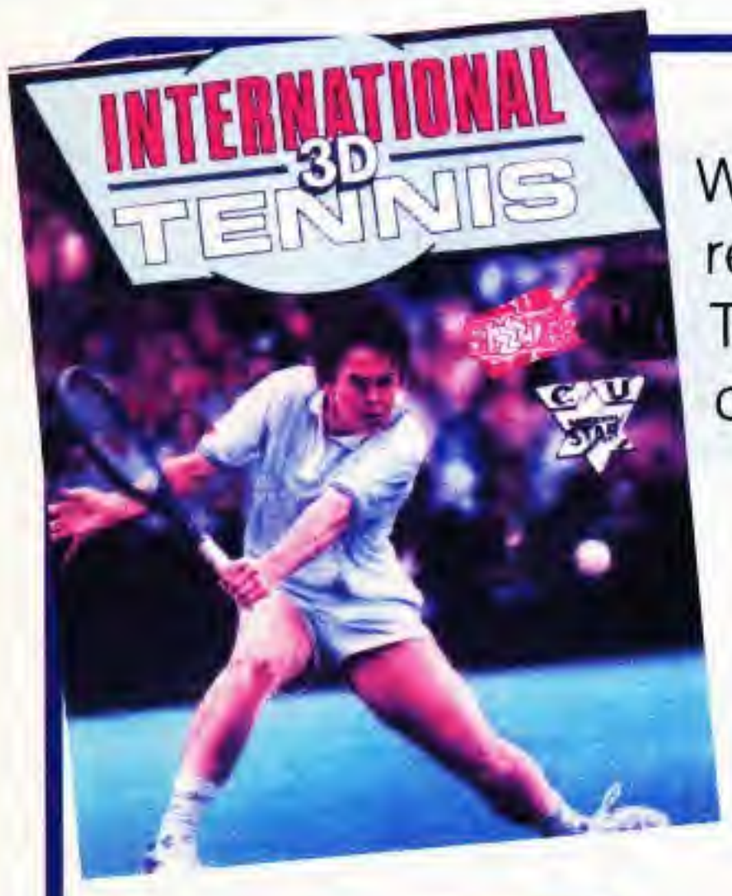
Let's Compute! Reader offers

. . . from Palace Software



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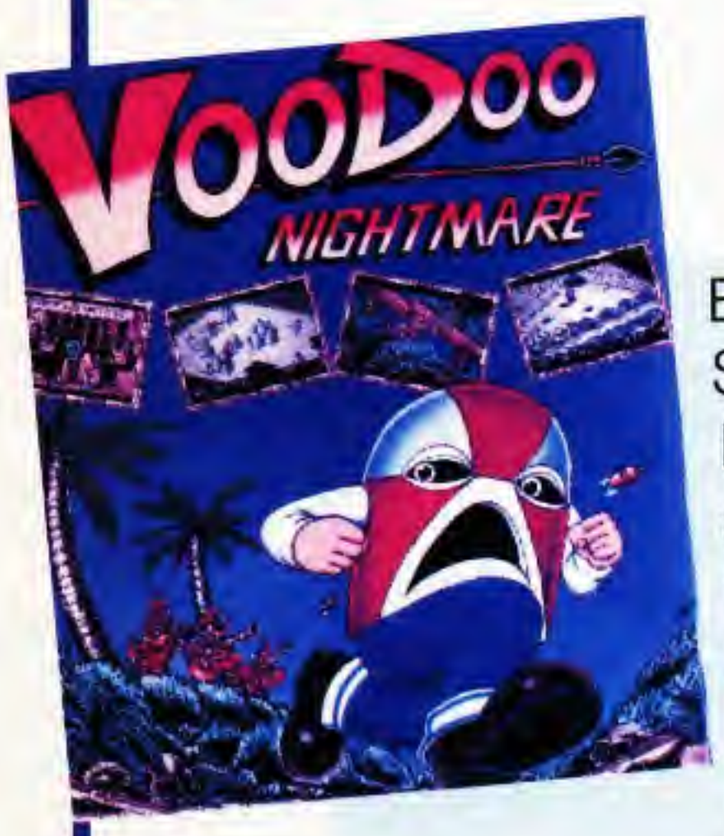

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Noticeboard

Take it away Ben

I've written this program. It's a marvellous breakthrough in modern technology.

```
10 PRINT "TYPE A NUMBER";:INPUT A
20 PRINT "NOW TYPE A NUMBER TO TAKE F
ROM THE FIRST ONE";:INPUT B
30 LET A=A-B
40 PRINT "THE ANSWER IS ";A
50 PRINT "ANOTHER GO (Y/N)";:INPUT A$
60 IF A$="Y" OR A$="y" THEN GOTO 10
70 IF A$="N" OR A$="n" THEN STOP
```

This program works on all home micros

It solves maths problems that you type in, such as 8-2. The program is written for subtraction but you can adapt it to work for multiplication, division and addition.

You may be thinking it's just like the program in April's Program Doctor. But there is one big difference.

In the Doc's program the computer asks you a question and you answer it. In mine it's the other way round. You ask the computer a question and it answers.

The program can easily be changed for divide, add or multiply. Just change the - in Line 30 to /, + or *.

You could also add sound. Have fun!

– Ben Webb, Chippenham, Wilts

Doc replies: That's a useful little program. But what if someone answers, say, P when they're told to answer Y or N? People don't always do what they're told, you know.

Try changing line 70. You'll find this better:

```
70 IF A$<>"N" AND A$="n" THEN PRI
NT "I SAID ANSWER Y OR N":GOTO 50
```

You can, of course, put any message you want in this new line!

If you have any tips for other readers, send them in. And if you have any questions about your computer or software just ask us. We'll try to answer them on the Noticeboard.

Let us know what you want to see in future issues. And if we use your letter or ideas we'll send you a *Let's Compute!* baseball hat! Send your letters to:

***Let's Compute!* Europa House, Adlington Park, Macclesfield SK10 4NP**

Remember to tell us your age.

On the ball

Please could you put a football game in *Let's Compute!* because the place where I get my Electron games from doesn't do them any more. That's why I'm asking you. Your magazine is the best in the world.

– Steven Race (7), Lincoln

A full football game would be too long for us to print. But if any reader has written a short program with a football theme we'd love to see it – and print it if it's suitable.

For a full football game on the Electron (and other Acorn machines) you could try Arcade soccer or Superior Soccer. The former is by 4th Dimension (0742 700661) and the latter is by Superior Software (0652 58585). You can get both by mail order.

Can cats fly?

Inside the front cover of your May issue is a car with clouds of smoke around it. If you look closely the cat is in mid-air beside the car. Is it a mistake or was it done on purpose?

– Justin Chessiman (14), High Wycombe.

The Howdy Quatro in the picture is a strange car. It's a four-wheel drive version – ideal for people in a hurry.

Like most old cars it has a running-board on each side. That's a bit designed to be stood on as you get in. It usually falls off when you do! But it's strong enough to support a cat. So that's where Mabel's sat. She's not flying as you thought.

board

Security for Spectrums

You asked for a program to stop people breaking into your programs. Well here's one for Spectrum owners.

First type in these few lines. It's a good idea to save them so you can use them any time you want.

```
1 CLEAR 59999
2 FOR f=60000 TO 60026
3 READ a:POKE f,a
4 NEXT F
5 RANDOMIZE USR 60000
6 DATA 33,15,0,167,237,74,299
7 DATA 193,42,61,92,113,35,112
8 DATA 201,237,123,67,92,33,58
9 DATA 92,54,255,195,125,27
```

Next type in your own program so it is added to the one already there. Start at Line 10 or above. SAVE the program before you RUN it.

Now, when you RUN the program pressing Break causes the Spectrum to crash. This means people can't break into the program while it is running.

– Kevin Close (13), Hull

A spare line

I've typed in Pacman from the May issue. Every time I run the program it comes up with *Syntax error in 20*.

Please can you tell me what's wrong?

– Andrew Malin (13), Coventry

Line 20 is only needed on the BBC Electron, and Archimedes. On all other computers it should be deleted.

Sorry, we missed that one in the *Is your computer here?* panel.

A reader's puzzle

Here's a wordsquare I've written. I've put 22 words in it. Most are something to do with computers. Can anyone find more?

– Graham Robert Haynes (9), Milton Keynes

T	P	R	I	N	T	A	P	G	S
T	E	N	T	E	R	M	R	E	R
A	F	C	O	R	D	I	O	A	I
C	O	O	H	U	K	G	G	R	U
T	R	M	A	N	A	A	A	E	B
I	M	P	C	M	O	T	M	D	B
V	A	U	E	B	A	L	S	Q	C
I	T	T	O	B	P	R	O	M	K
T	M	E	R	I	W	P	I	G	L
Y	D	R	E	A	D	M	K	E	Y

The words to look for are:

BBC	PRINT	AMIGA	GAME	
ACTIVITY	ATARI	ENTER	ROBOT	
COMPUTER	ROM	RUN	KEY	
CORD	RAM	REM	WIRE	TAP
TECHNOLOGY	READ	RED	FORMAT	GEAR

Program Protection

In the May issue of *Let's Compute!* someone wrote to ask about stopping people seeing a listing of your own program. I know ways for the C64 and the ST.

First, my program protection scheme for the ST using Stos. This stops inexperienced people LOADing and LISTing a program.

Put your Stos disc in the drive and type:

```
acnew:accload"stoscopy.acb"
```

Next press Return followed by Help and F1 together. Follow the on-screen prompts.

This makes a copy of the Stos folder on a blank disc. Do not use your original.

When it has finished copying, LOAD the program you want to protect. Then type:

```
SAVE "filename.PRG""
```

The filename can be anything you want, but make sure you put .PRG after it. Your computer will then ask if you are sure.

Answer Y and when the drive light goes off you'll have a special copy of your program on disc. It can only be RUN and not LOADed from Stos.

You must also prevent people stopping the program. To do this, near the start put:

```
break off
```

Note that this method puts a Basic program in the Stos folder. but it can still be edited by people who know how to.

For C64 protection you need a Simon's cartridge. This time it's much easier. At the start of any lines you don't want people to see just put:

```
DISAPA:
```

Then type:

```
SECURE 0
```

All the lines that start with DISAPA will be hidden. Note that this cannot be reversed. The only way to see the lines that are hidden is to retype them.

This letter was unsigned. If the writer would like to contact us we'll send him or her a baseball cap.

If you write to *Let's Compute!* please make sure you put your name and address on the letter.

Do you sometimes find it difficult to make decisions? Or just get bored thinking up answers? Then let your computer do the job for you.

Just put a list of possible answers to a question in the DATA lines at the end of this program. It will pick one at random when asked – and probably cause a lot of laughter in the process.

The program is really easy to use: Carefully type it in. Then SAVE it and RUN it.

All the possible responses will be printed on the screen and you will be asked to press Return or Enter. When you've done this a pointer will quickly move up and down to select an answer within a few seconds.

If you need more simply tap the key again. The pointer will move off to another – or maybe the same – answer.

You can alter the program to suit any situation. The answers you want to use should be placed in DATA statements starting at Line 380. You can have more than nine if you want.

Change the number 9 in Line 370 to the total number of answers in your DATA lines. The program works for between 2 and 18 responses – which should be plenty for all your needs.

This program, and advice on how to use it, are by Stephen Wade (16) from Bramhall. It's a great way to get your computer to help you to reply to those tricky-to-answer questions.

```
10 REM Decision maker
20 REM by Stephen Wade
30 REM (c) Let's Compute!
40 CLS
50 PRINT "THE LET'S COMPUTE!"
60 PRINT "  DECISION MAKER"
70 PRINT "=================="
80 LET S=2:READ N
90 IF N>9 THEN LET S=1
100 IF N<2 OR N>18 THEN STOP
110 LET Z=(N*S)+1
120 FOR X=0 TO 24
130 FOR Y=3 TO Z STEP S
140 GOSUB 300:PRINT ".";
150 NEXT Y:NEXT X
160 FOR Y=3 TO Z STEP S:READ T$
170 LET X=0:GOSUB 300
180 PRINT T$;" ";:NEXT Y
190 LET X=0:LET Y=20:GOSUB 300
200 PRINT "PRESS RETURN OR ENTER"
210 GOSUB 360:GOSUB 300
220  I=1 TO 21:PRINT " ";:NEXT I
230 LET X=26:FOR Y=3 TO Z STEP S
240 GOSUB 300:PRINT "   "
250 NEXT Y:GOSUB 310
260 FOR A=1 TO Y+30
270 GOSUB 340:GOSUB 300:PRINT "   "
280 GOSUB 310:GOSUB 300:PRINT "<=="
290 NEXT A:GOTO 190
300 PRINT TAB(X,Y);:RETURN
310 LET Y=RND(N):LET Y=(Y*S)+1
320 IF Y<3 THEN LET Y=Y+S
330 RETURN
340 FOR I=1 TO 200:NEXT I
350 RETURN
360 INPUT A$:RETURN
370 DATA 9
380 DATA "Yes","Maybe","Ask me later"
390 DATA "I'll think about it"
400 DATA "If you're lucky"
410 DATA "Don't even ask","No"
420 DATA "Go away - I'm too busy"
430 DATA "Never!"
```

IS YOUR COMPUTER HERE?

BBC/Electron/Archimedes
The program works as shown.

Amstrad CPC/ST(STOS)
Change these lines:

```
300 LOCATE X,Y:RETURN
310 LET Y=INT(RND*N)+1:LET Y=(Y*S)+2
```

Spectrum
Change these lines:

```
300 PRINT AT Y,X;:RETURN
310 LET Y=INT(RND*N)+1:LET Y=(Y*S)+2
```

Amiga/PC(GW-Basic)
Change these lines:

```
300 LOCATE Y+1,X+1:RETURN
310 LET Y=INT(RND*N)+1:LET Y=(Y*S)+2
```

Commodore 64/128
Change these lines:

```
 40 PRINT CHR$(147);
300 POKE 211,X:POKE 214,Y:SYS
58732:RETU
RN
310 LET Y=INT(RND(0)*N)+1:LET Y=(Y*S)+2
```

Decisions, decisions

Make your mind up with Stephen Wade's unique program

Set the speed

If you find the pointer moves too fast – or slow – you can alter the speed. Just change the number 200 in Line 340. Making it bigger slows the pointer down.

Try changing the 30 in Line 260 too. If you make it bigger the pointer will bounce round longer.

Line of fortune

At most fund-raising events you'll find a Wheel of Fortune. This program can be used as an electronic equivalent – *the Line of Fortune.*

Just change the DATA to pop groups, football teams or something else people will recognise. Then charge people to say which group or team will win.

Round-up

The *Let's Compute!* expert gets a little help from his freinds and looks at the top games

Magic La

Magic Land Dizzy from Codemasters once again includes that egg called Dizzy. You have to rescue the Yoke Folk from the evil wizard Zaks.

Dylan has been tangled up in a bush. Denzil has been frozen in an ice cube. Dozy is in a magical sleep. Dora has been turned into a frog. Dizzy has been made so huge that she cannot escape from her prison and Grand-dizzy is inside a magic mirror.

The graphics are very poor and there are no sound effects except a tune that plays throughout the game. Apart from that it's very addictive.

In this game everything is like a fairy tale. There's Excalibur and the eat me, drink me potions. Apart from the graphics and sound this is a very good game. It's amusing when the other eggs talk to you.

Hydra

Almost all recent Domark games have been based on popular arcade versions by Tengen. Most of the conversions are good imitations of the original – some aren't.

Hydra is perhaps the closest yet to capturing all the thrills of an arcade machine.

The idea is simple. You scoot up and down some 21st century waterways blasting everything in sight. Simple!

Apart from being on the water it's fairly similar to such games as RoadBlasters or Fire and Forget. The graphics are detailed and the scrolling and movement fast – especially on an Atari ST and Amiga.

The 8-bit and PC versions don't have the fast 3D scenes though. The sound effects are average but nothing special.

Hydra is available for the Atari ST and Amiga for £19.95 and the IBM PC for £24.95. You can also you can buy Spectrum, CPC and C64 versions for £9.95 on tape and £14.95 on disc.

The idea behind the game is a little weak. There is not a lot there is hold your interest for long. But if you want a fast blast Hydra's good enough.

nd Dizzy

Magic Land Dizzy is for the Amstrad CPC and only costs £2.99 on tape.

This is a must on shopping lists. But it's probably best for children who are not yet teenagers.

Egg-cellent

10

This review is by Anthony James Simson (10) from Petersfield. He has an Amstrad 6128.

Rom's Recruits

Do you think YOU could review games? Each month Rom is looking for one new reviewer to help him out.

Let us know if you have a new game for your computer which you would like to write about.

All you have to do is write your review and send us a copy.

Here are a few things to remember when you write:

- **Tell us the proper name of the game and software house who supply it.**
- **Say what computer you reviewed it on.**
- **Let us know how much it cost.**
- **Send a photograph of yourself as well as your name, age and address.**
- **Give us your mark for the game out of 10.**

Send your reviews to: Rom's Round-up, Let's Compute! Europa House, Adlington Park, Macclesfield SK10 4NP.

Hobgoblin 2

This is the follow up to Hobgoblin. This time the goblins and monsters of the nearby village are attacking your village. You, as the king's son and heir to the throne, go to the woods to battle with the monsters and restore the peace.

You start the game with three lives and have limited time. Scattered round the woods are pots which, when shot at, produce pods.

You can collect these to save up for better weapons like an axe, spear or joust. The best weapon is the sword.

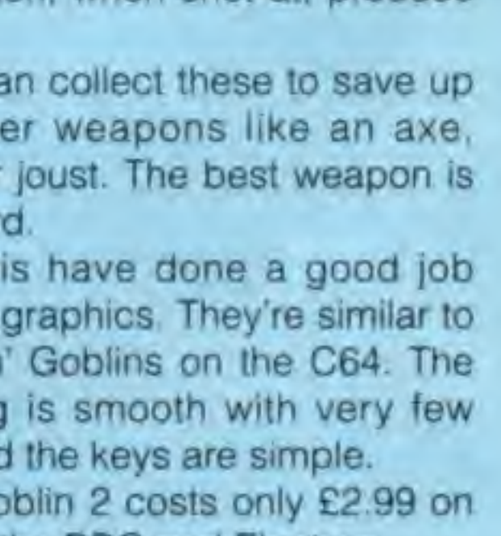
Atlantis have done a good job with the graphics. They're similar to Ghost 'n' Goblins on the C64. The scrolling is smooth with very few jerks and the keys are simple.

Hobgoblin 2 costs only £2.99 on tape for the BBC and Electron.

It is worth every penny. If you liked Hobgoblin go out and buy this straight away.

Very addictive

9



This review is by David Ashworth (13) from Bolton. He has an Electron.

Shadow dancer

Shadow Dancer is yet another Shinobi-type beat-'em-up. Your mission is for you and your dog to beat up all the baddies in your path.

The action takes place on a horizontally scrolling landscape. Enemies approach you from any and all directions!

The forces out to thwart you are not stupid. They have a number of ways to attack as well as being able to jump and throw things at you.

The gameplay is quite challenging to start with and gets harder as you progress up the levels.

Shadow Dancer was originally found on arcade machines. Is this any different from all the other oriental fighting games? Not really – apart from the faithful dog.

You can get Shadow Dancer for the Amiga and Atari ST for £24.95. On the CPC, C64 and Spectrum it costs £12.95 for tape and £14.95 for disc.

Shadow Dancer hasn't got the most unusual plot, but it does offer you a lot to do. If you feel the need of a new enemy bashing game make sure you take a look at this one.

Worth a look

7

ENCOUNTER *ACTION* OF THE ULTIMATE KIND!

Amiga Action is definitely the first choice for those Amiga owners who take their games seriously. With up-to-date reviews, news and features, as well as the amazing coverdisk which in the July issue boasts fully playable demos of **R-Type II**, **Amnios** and **Logical**. This month's mag also offers a fantastic competition to win the original **Warzone** cover artwork.

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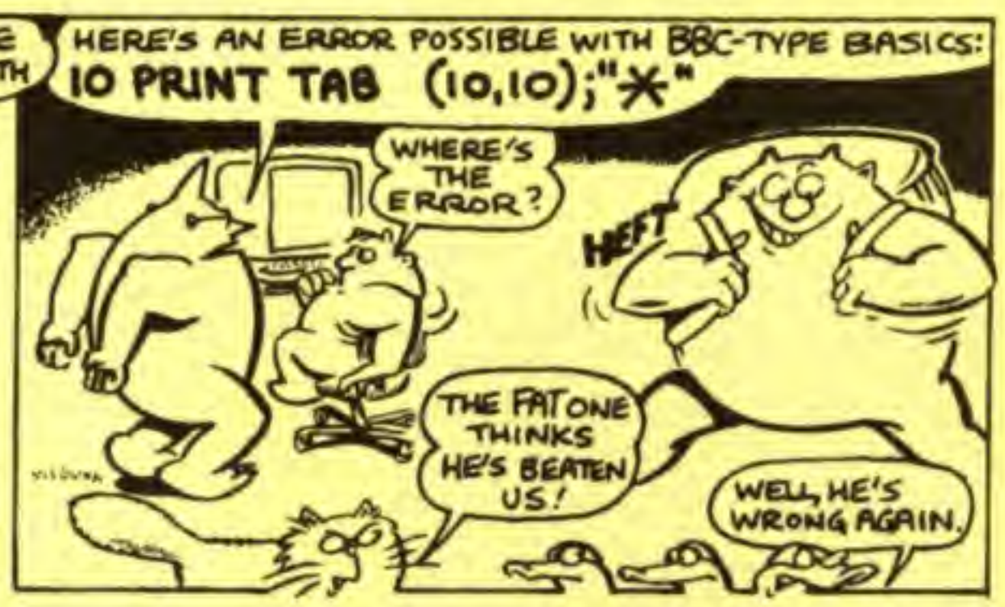
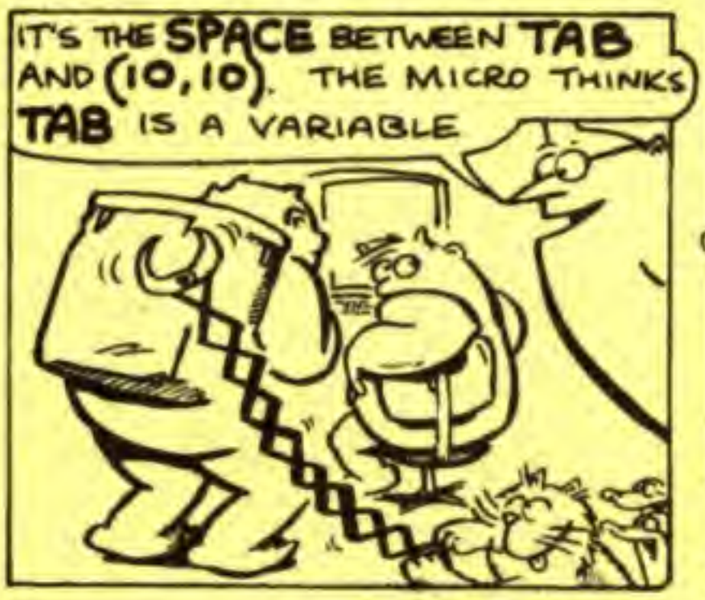
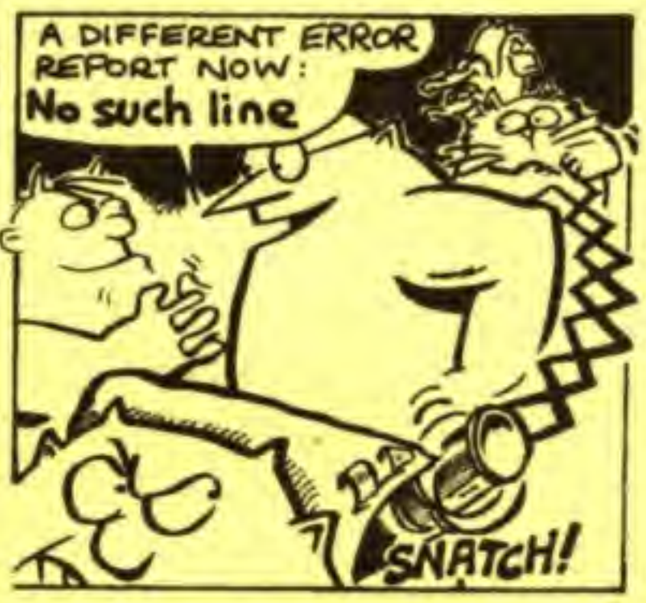
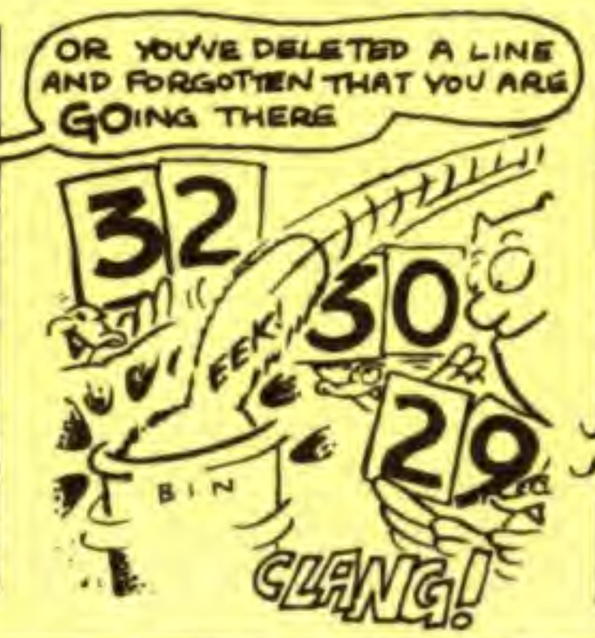
ROM & RAM

? The fun way of learning Basic









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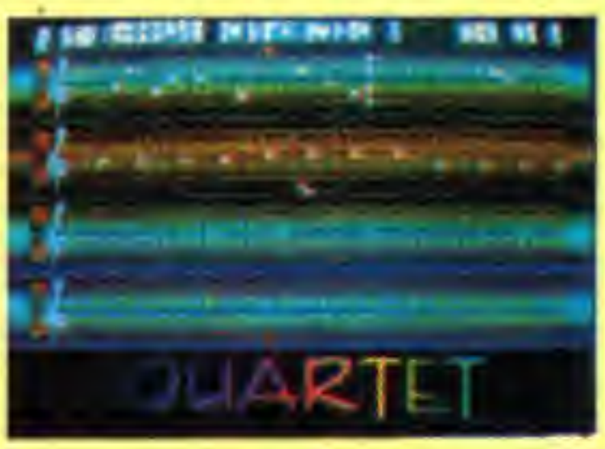

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MASTER S·O·U·N·D

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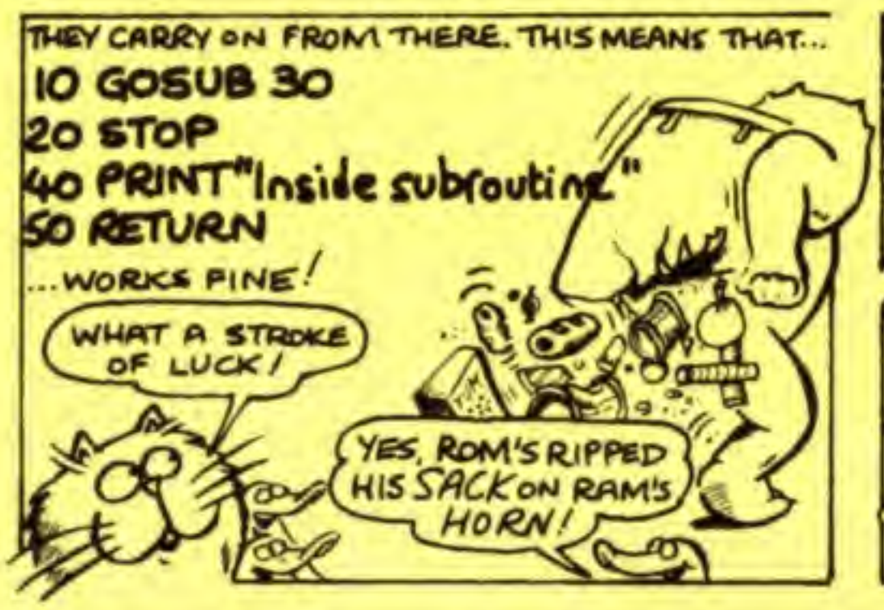

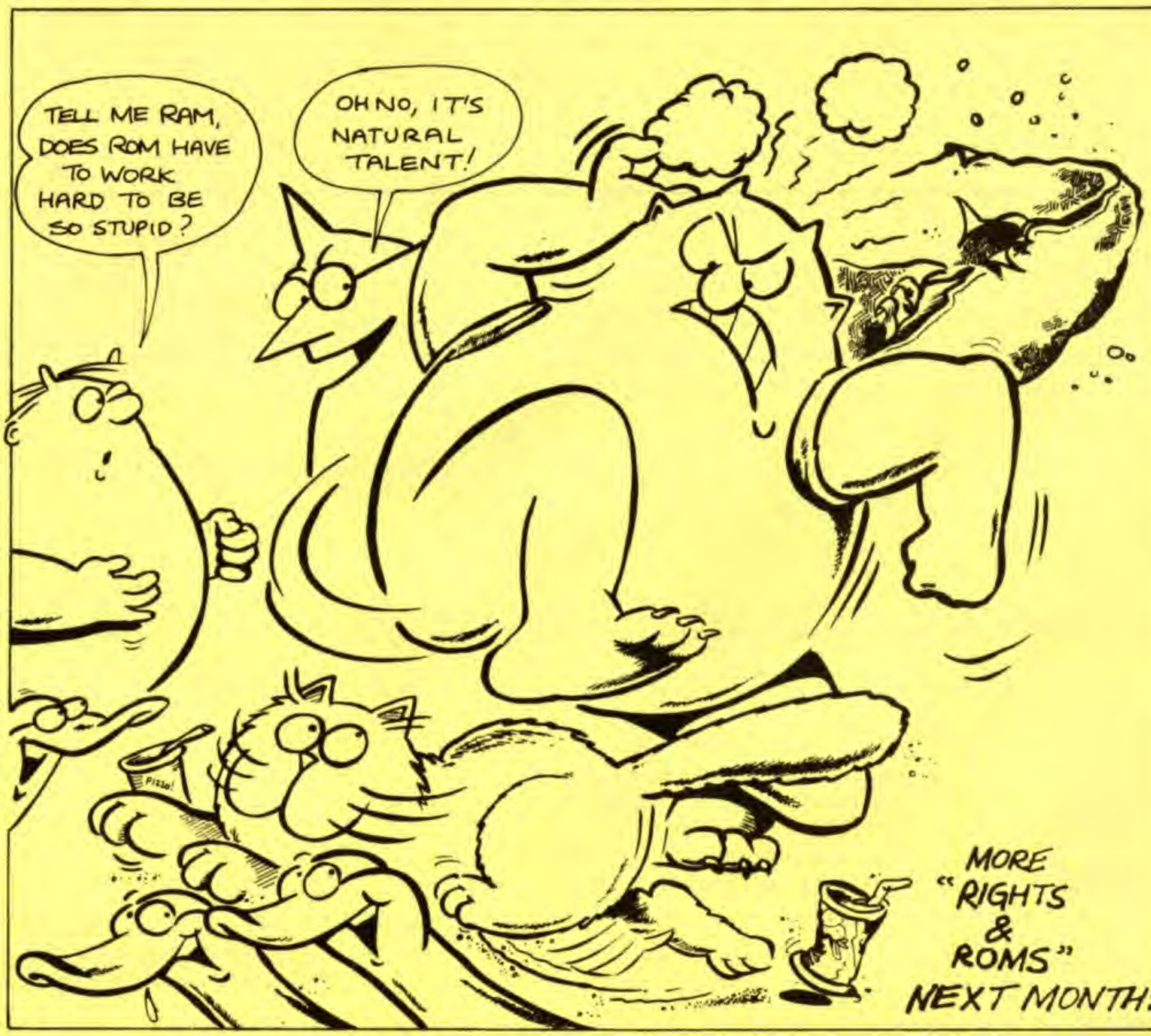

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In addition to your own Gold Membership Card you'll also receive lots of software on an action-packed disc or tape (don't forget to state which kind you require), PLUS ● notepad, ruler, pencil and rubber ● stickers ● stylish hat and badge ● an incredible £200 worth of money-saving vouchers! And that's not all! As a club member you'll be entitled to take part in exclusive competitions and special events with super prizes.

Make sure YOU don't miss out. Fill in the form below and send it today!

This is the BBC version – other versions will vary

(Should you prefer to buy Let's Compute! from your newsagent each month, you can still join the Club by paying the normal joining fee of £6. You can do this by filling in the appropriate part of the form below.)

YES PLEASE! *Tick as required*

☐ 3101 Please send me the next 12 issues of *Let's Compute!* for the price of £14 (including postage and packing)

☐ 3112 I'd also like to become a founder member of the *Let's Compute!* Club for the special price of £4 (instead of the regular £6) – so please send me the bumper Club pack with my first issue.

☐ 3113 I'll order *Let's Compute!* from my newsagent, but I'd still like to join the Club and receive my bumper member's pack for £6.

Name .....

Signed .....

Address .....

.....

Post code ..... Age .....

Daytime phone number in case of queries .....

TO: Database Direct, FREEPOST, Ellesmere Port, South Wirrall L65 3EB

No stamp need if posted in UK

PHONE ORDERS: 051-357 1275

I wish to pay by:

☐ Cheque payable to Database Publications

☐ Credit card No: Exp. date /

Please send my software in this format

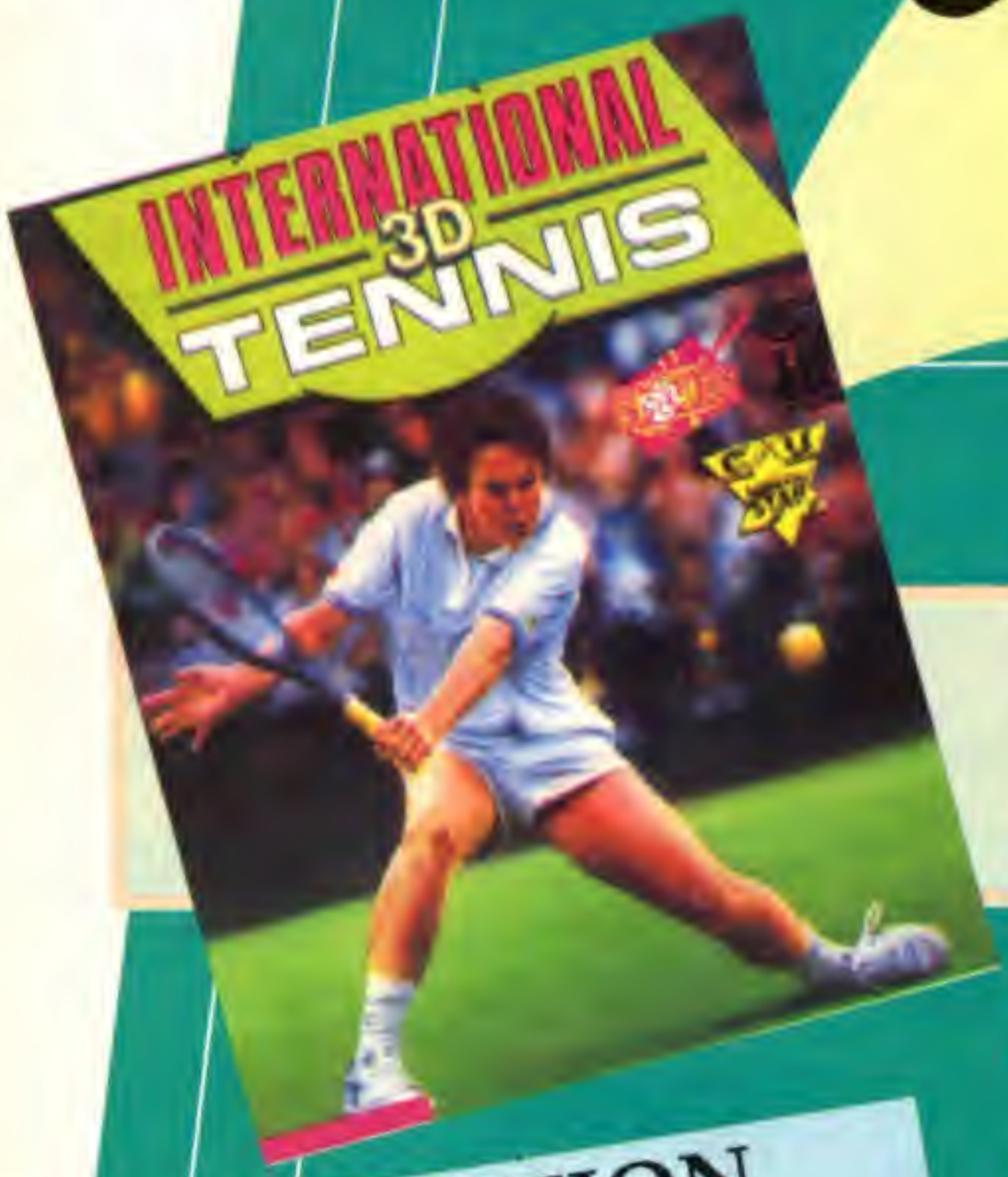
☐ Compact/Archi/Elk (3.5" disc) 3050 ☐ BBC/Elk (5.25" 40 T) 3051 ☐ BBC/Elk (5.25" 80 T) 3052 ☐ BBC/Elk (tape) 3053 ☐ Amiga (disc) 3055 ☐ CPC (disc) 3056 ☐ CPC (tape) 3057

☐ Spectrum (tape) 3060 ☐ Spectrum (disc) 3061 ☐ C64/128 (disc) 3062 ☐ C64/128 (tape) 3063 ☐ ST (disc) 3054 ☐ PC (5.25") 3058 ☐ PC (3.5") 3059

LC 7

Improve your tennis with this great competition!

smash hit!



QUESTION

What is the maximum number of sets played in a ladies singles match ?

(a) 5 (b) 3 (c) 2

We have 30 copies of International 3D Tennis from Palace Software to give away this month. It's your chance to get your computer to help brush up on your strokes.

3D Tennis offers you the chance to compete with the best players in the world – and perhaps beat them!

So if you are a budding John McEnroe, Ivan Lendl or Steffi Graf, all you have to do is to answer the question on the left and send in the entry form to reach us by July 31. There are five pieces of software for each of the six formats.

ENTRY FORM

Maximum number of sets is:

☐ a ☐ b ☐ c

Name .....

Address .....

.....

.....

Postcode.....

Tel:.....

My computer is *(please tick)*

- ☐ Amiga
- ☐ Atari ST
- ☐ Amstrad CPC
- ☑ Archimedes
- ☐ PC
- ☐ Spectrum

Send your entry not later than July 31 to:

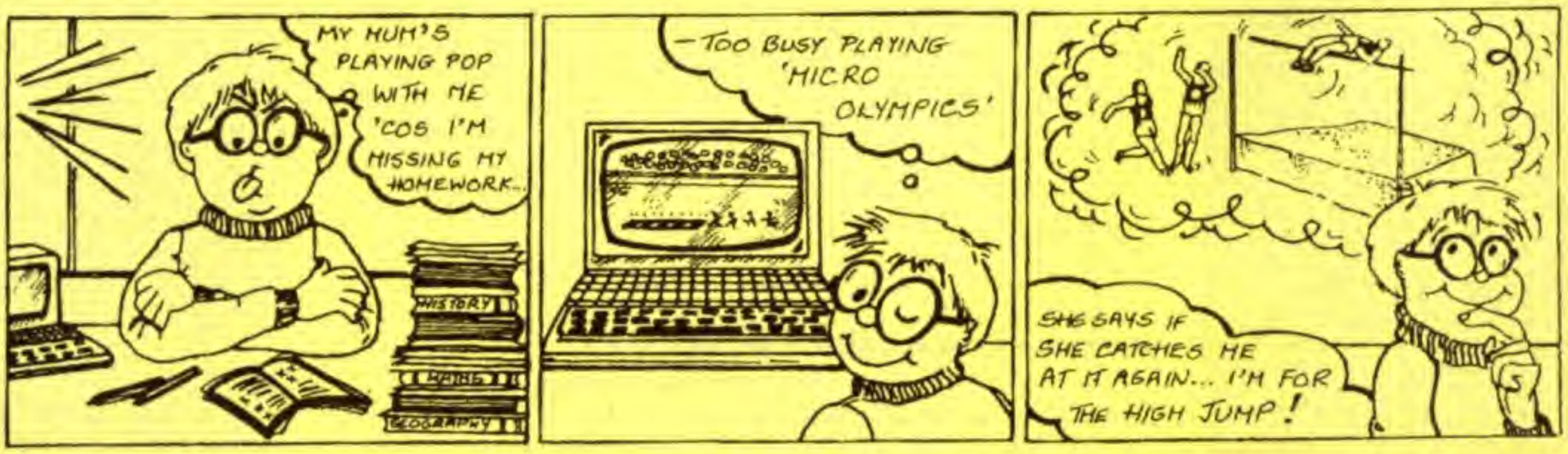
3D Tennis Contest, Let's Compute! Europa House, Adlington Park, Macclesfield SK10 4NP.

KEYBOARD KAPERS

★STARCAT★

SPECCY AND ARCHIE

The Micro Kid



PROGRAM·DOCTOR

HEY DOC, MY FRIEND SAYS THIS PROGRAM WE DID LAST MONTH ISN'T *USER FRIENDLY*. WHAT'S HE MEAN?

HE MEANS THAT THE PROGRAM SHOULD BE EASY TO USE

TROUBLE IS...

BODY CLOCK

ACME NOSTRUM

ACME NOSTRUM

```
10 READ N
20 DIM E$(N): DIM F$(N)
30 FOR I = 1 TO N
40 READ E$(I), F$(I)
50 NEXT I
60 INPUT W$
70 LET C = 1
80 IF W$ = E$(C) THEN GOTO 100
90 LET C = C + 1 : GOTO 80
100 PRINT "THE FRENCH FOR "; E$(C);" IS "; F$(C)
1000 DATA 5
1010 DATA "TENT", "TENTE"
1020 DATA "ROPE", "CORDE"
1030 DATA "KNOT", "NOEUD"
1040 DATA "CAMP", "CAMP"
1050 DATA "SCOUT", "ECLAIREUR"
```

NOTE "SPECCY" USER REMEDY FOR LINE 20

```
20 DIM E$(N,10): DIM F$(N,10): DIM W$(10)
```

THIS WAY

BE PATIENT

ZONY WALK DR

...IT ONLY PUTS A ? ON THE SCREEN MAKE IT ASK FOR A WORD INSTEAD LIKE THIS:

```
55 PRINT "What word do you want to translate";
```

STAINLESS STEEL SINKS *of course it does!*

PILLS

SLIPPED DISC

squidge

THAT'S BETTER. BUT IT SAYS *ERROR* IF IT DOESN'T UNDERSTAND THE WORD YOU TYPE IN.

THAT'S *NOT* WHAT YOU CALL *USER FRIENDLY* IS IT?

NO...

HELLO?

♫♪♩♫ THE PIPES, THE PIPES ARE CALLING

...BUT TWO LINES WILL CURE IT. ONE'S A NEW LINE, THE OTHER'S A CHANGE TO LAST MONTH'S

CREAM

LOTION

```
75 IF C > N THEN PRINT "I DON'T KNOW THAT WORD" : GOTO 55
90 LET C = C + 1 : GOTO 75
```

BENNY LIN EXPECT-OR-RENT

EYE CHART

M

HOSLE

ANATOMY

INSULIN TABLETS

PILLS

ETHER TABLETS

WEARY

MAKE YOUR COMPUTER ASK:
"Do you want another go?
INSTEAD OF THAT GOTO!

NOW IF I GET IT WRONG I GET ANOTHER CHANCE. BUT WHEN I'M RIGHT IT *STOPS!*

HOW?

EAR CURE

THE CURE

CURE THAT USING:

```
110 GOTO 55
```

THINK ABOUT IT. IF YOU'RE STUCK COME BACK *NEXT MONTH!*

WHAT IF I DON'T WANT ANOTHER GO THOUGH?

THESE ITEMS SOLD OUT

MAG

Add action to your Adventure!

PART 5

The excitement really starts as you USE the objects scattered round your maze

If you've been typing in the *Let's Compute!* adventure over the past few months you can already take and drop some of the objects. But the real thrill comes when you do something with them.

This means you need to add more actions and conditions to make the game more interesting.

Type in Lines 3060 to 3110. These let us have more complicated conditions than before.

You will see that the operation is similar to the way we tackled the actions. Each condition will have a letter and some numbers after it.

Again all the numbers must have two digits. And, just like the actions, it is really easy to add new conditions.

The *CFLAG* variable checks to see if the conditions are true. We only want to carry out an action if they are ALL true, so each will set *CFLAG* to one if it is false.

If the condition loop finds it has reached the # at Line 3075 all the conditions must be true. The program then goes on to perform the actions.

At the moment we'll just have one condition:

Condition Ann: Check if object nn is here or being carried.

Type in the new Line 3520 to add this. We're also going to add a new action:

Action Dnnmm: Move object nn to room mm.

Enter Lines 3669 to 3680 to put this in your program.

You will see that Line 3680 adds four to the action pointer – *P*. This is because there are two numbers instead of one.

This action does not affect the display so *DIS* is not set.

You want your player to be able to fix the loose cable and press the buttons in the control room. So you need to add Lines 5080 and 5085. These put the words you need into the program.

They include several ways of saying FIX: So MEND and REPAIR will also do the job. PUSH and PRESS also mean the same as each other.

You should always think of the different words players might try to use. Don't let them get bored hunting for the one and only right one!

Now we add the conditions and actions. Look at Line 6495. This first checks for words 20 and 59 – FIX CABLE.

If they're found, it uses condition A to check that the player is in the room with the spanner and the loose cable – Objects 06 and 13.

If that is true it then goes to action D. First it sets the loose cable to Room 0 – our store room. Then it sets the fixed cable – Object 14 – to Room 16.

So typing FIX CABLE will replace the loose cable with the fixed one. But your player must be in a room with the loose cable and the spanner – Room 16 – as the cable cannot be moved.

Type in Lines 6495 to 6505. The first of these sorts out what the program has to do when the player asks for the cable to be fixed.

The other two deal with pressing the buttons in the control room. Can you work out what effect they have? If you can't, just run the game, press the green button and go to the air lock.

If you use the conditions and actions you already have and add a word or two you should be able to put the alien to sleep. Have a go at that.

● *Don't worry if you have problems: We'll reveal all next month!*

IS YOUR COMPUTER HERE?

This program works on a BBC, Electron, CPC, Amiga and PC (GW-Basic)

It also works on an Atari ST using Stos. But if you're using Stos replace CON$ **with** CN$ **throughout your program.**

This adventure will not work on a C64/128 or Spectrum.

```
 3060 P=4:REM POINTER IN CONDITION CODE
SET PAST WORD-NUMBERS
 3065 CFLAG=0:REM CONDITION FLAG STAYS Z
ERO IF CONDITIONS ARE TRUE
 3070 P=P+1: DO=ASC(MID$(CON$(APOS),P,P)
)
 3075 IF DO=ASC("#") THEN GOSUB 3500:RET
URN:REM IF ALL CONDITIONS TRUE, DO ACTIO
NS, GO BACK TO MAIN PROGRAM
 3080 ON DO-64 GOSUB 3100
 3085 IF CFLAG=1 THEN GOTO 3020:REM IF C
ONDITION NOT TRUE: GO TO NEXT SET OF CON
DITIONS
 3090 GOTO 3070:REM CONDITION TRUE, GOTO
 NEXT CONDITION
 3099 REM CHECK IF OBJECT IS HERE OR CAR
RIED
 3100 OB=VAL(MID$(CON$(APOS),P+1,2)):REM
 GET THE OBJECT NUMBER
 3105 IF OBJROOM(OB)<>ROOM AND OBJROOM(O
B)>-1 CFLAG=1:REM IF NOT HERE OR CARRIED
 SET FLAG
 3110 P=P+2:RETURN:REM MOVE POINTER TO N
EXT CONDITION
 3520 ON DO-64 GOSUB 3610,3630,3650,3670
 3669 REM MOVE OBJECTnn TO ROOM nn
 3670 OB=VAL(MID$(ACT$(APOS),P+1,2)):REM
GET THE OBJECT NUMBER
 3675 RO=VAL(MID$(ACT$(APOS),P+3,2)):REM
GET THE ROOM NUMBER
 3680 OBJROOM(OB)=RO:P=P+4:RETURN:REM MO
VE THE OBJECT, RESET POINTER TO NEXT ACT
ION
 5080 DATA20,FIX,20,MEND,20,REPA
 5085 DATA21,PUSH,21,PRES
 6495 DATA2059A06A13#,D130OD1416#
 6500 DATA2152A03#,D090OD0808#
 6505 DATA2153A04#,D080OD0908#
```

CUT IT OUT!

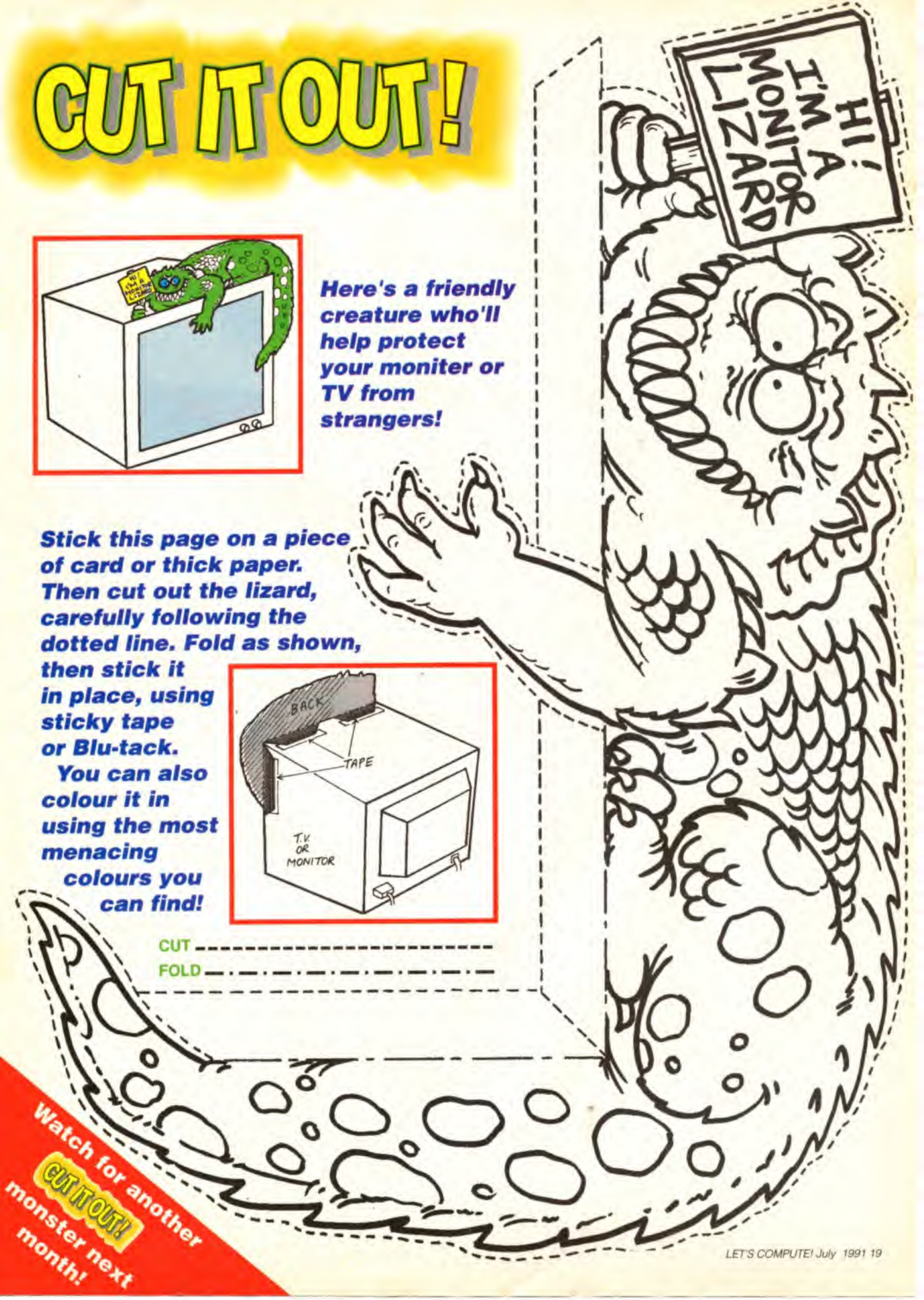
Here's a friendly creature who'll help protect your moniter or TV from strangers!

Stick this page on a piece of card or thick paper. Then cut out the lizard, carefully following the dotted line. Fold as shown, then stick it in place, using sticky tape or Blu-tack.

You can also colour it in using the most menacing colours you can find!

CUT ----------

FOLD — · — · — · — · — · — · —



Watch for another CUT IT OUT! monster next month!

IT'S MAGIC

Stots Peters Project Micro Flakes No.6

Conjure up some fun with the amazing *Let's Compute!* cards

You'll like this one! It's a super little magic trick. And all you need to make it is your computer and a few bits of paper.

You first need to prepare a set of magic cards. The panel on the right explains how to do this. Now hand them to a friend.

Ask him or her to write down any number that's on the cards. Then ask for ALL the cards with that number on it to be given back to you.

In a flash you'll be able to say what the number is. It's easy! The panel below left explains how to do it.

But don't make it look too simple. Look as if you're thinking hard. The showmanship is up to you!

1	3	5	7
9	11	13	15
17	19	21	23
25	27	29	31
33	35	37	39
41	43	45	47
49	51	53	55
57	59	61	63

2	3	6	7
10	11	14	15
18	19	22	23
26	27	30	31
34	35	38	39
42	43	46	47
50	51	54	55
58	59	62	63

4	5	6	7
12	13	14	15
20	21	22	23
28	29	30	31
36	37	38	39
44	45	46	47
52	53	54	55
60	61	62	63

8	9	10	11
12	13	14	15
24	25	26	27
28	29	30	31
40	41	42	43
44	45	46	47
56	57	58	59
60	61	62	63

HOW IT'S DONE

Right! You've made the cards, given them to a friend and got a few back. How do you know what number was written down?

No, you don't have to look at all the cards in your hand and try to spot the number that's on them all. It's much easier than that!

Just add up the first number on each card. You should find they add up to the number that your friend wrote down.

If they don't one of two things has happened. Your friend still holds a card with the number on it or you can't add up.

For a bit of practice you can make your computer ask the questions. Type in the extra lines given to convert the program into an electronic version. Make sure you add them to the original program, not the printing version.

Now, when you RUN the program, the cards will be shown one at a time. You think of a number and just answer each *Is the number on this card?* with a Y or N.

After all the cards have been displayed you'll be told the number you thought of.

Printing the cards

The bit of program you need to print the cards is different for the various types of computer. If you have a printer and want to print them alter the card making program, NOT the electronic version.
Add or change the lines given here for your own make of computer:

BBC/Electron/Archimedes

```
  5 VDU 2
160 VDU 3
```

Amiga (Amos)/ST (Stos)/ PC (GW Basic)/ Spectrum

```
 70 LPRINT S$;C;"  ";
130 LPRINT:LPRINT
```

CPC

```
 70 PRINT #8,S$;C;"  ";
130 PRINT #8:PRINT #8
```

C64

```
  5 OPEN 4,4
 70 PRINT#4,S$;C;"  ";
130 PRINT#4:PRINT #4
160 PRINT#4:CLOSE 4
```

Making the cards

Type in the card making program. SAVE it and RUN it. Loads of numbers will scroll up the screen.

There are 192 of them altogether. And they need to be put on six cards – 32 numbers on each. As the numbers appear you'll you'll see gaps separating them into the six groups.

So how do you make the cards?

If you've got a printer, make the changes shown in the *Printing the cards* panel. Then when you run the program they'll automatically be printed out.

Cut them out and either use them as they are or paste them on card.

If you haven't got a printer, write the groups of numbers on pieces of card.

To stop the numbers scrolling too fast on your screen you can insert a new Line 135:

```
135 INPUT Z$
```

The numbers will now stop after each group appears. Type any letter and press Return or Enter to get the next group.

The number of cards is set in Line 10. Change the M=6 to, say, M=8 if you want. The more cards you have, the more numbers will be on each. You can have any number of cards from 2 to 9.

If you try more you'll find the program still works. But the numbers go out of line as they go above 1,000.

The card making program

```
  10 LET F=1:LET M=6:REM M IS THE NUMBER
OF CARDS (2 TO 9)
  20 LET G=F:LET S=F:LET P=0
  30 LET E=S+G-1
  40 FOR C=S TO E:LET S$=" "
  50 IF C<100 THEN LET S$="  "
  60 IF C<10 THEN LET S$="   "
  70 PRINT S$;C;"  ";
  80 LET P=P+1
  90 IF ABS(P/4-INT(P/4))<0.01 THEN
PRINT
 100 NEXT C
 110 LET S=E+G+1
 120 IF S<2^M THEN GOTO 30
 130 PRINT:PRINT
 140 LET F=F*2
 150 IF F<2^M-1 THEN GOTO 20
```

This program will work on all home computers.

Note that on some keyboards there is no ^ as used in Lines 120 and 150. If it isn't on your computer use ↑.
On the ST (using Stos) replace P with P#.

Extra lines to make an electronic version

Add these lines to the card making program and your computer will ask the questions.

```
   1 PRINT:PRINT"THINK OF A NUMBER":PRI
NT:PRINT
   2 LET N=0
 132 PRINT"WAS IT ON THAT CARD (Y/N)";
 134 INPUT A$
 136 IF A$="Y" THEN LET N=N+F:GOTO 139
 138 IF A$<>"N" THEN GOTO 134
 139 PRINT:PRINT
 155 PRINT"THE NUMBER WAS ";N
```

LET'S COMPUTE!

PRIZE WINNERS

Famous Five Competition

In the May issue we offered a complete set of Famous five Books and five runners up prizes of the computer game The Famous Five on a Treasure Island from Enigma Variations, the winner of the set of 21 Famous Five Books was Jake Coleman, aged 10 from Doncaster and the runners up were; James Furneaux Smith,aged 8 from Birmingham; Kerry Lynch, aged 13 from Oxted; Philip Foster, aged 10 from Havant; Steven Mitchell, aged 15 from Wincanton and Jason Beard, aged 13 from Sheffield.

BugHunter Contest

Also in May, Minerva were offering 5 lucky readers a chance to zap the beasties with BugHunter I and II, the winners were: Geoffrey Styche, aged 14 from Camberley; James George, aged 13 from High Wycombe; Lorna James, aged 11 from St Whitchurch; Roland Walter, aged 12 from Battersea and Rachel Divall, aged 7 who comes from Bath.

SoundBlaster Contest

We asked our Let's Compute! members if they would like to make more noise with their favorite games and sound effects, we had three SoundBlasters from Siren Software on offer for four correct answers, the winners were; Tanya Webb, aged 13 from Dunstable; Daniel Eves, aged 10 from Wanstead and Tim Jay, aged 12 from Cawsand.

IS THIS YOUR COMPUTER?

```
10 CLS:INPUT"TYPE IN ANY NUMBER";N
20 FOR I=1 TO N:LET X=RND(1):NEXT I
30 INPUT "WHAT SPEED (TRY 1000)";S
40 READ N:DIM W$(N):LET C=0:LET D=0
50 FOR I=1 TO N:READ W$(I):NEXT I
60 LET R=INT(RND(1)*N+1):GOSUB 120
70 PRINT W$(R):FOR I=1 TO S:NEXT I
80 GOSUB 120:INPUT "WHAT WORD";G$
90 IF G$=W$(R) THEN LET C=C+1
100 IF G$<>W$(R) THEN LET D=D+1
110 GOSUB 120:FOR I=1 TO S:NEXT I:GOTO
60
120 CLS:PRINT"YOUR SCORE IS ";C;" OUT OF
";C+D:PRINT:RETURN
130 DATA 8
140 DATA "AHEAD","SOLVE","VASE","WEAK"
150 DATA "SUITE","ALBUM","SNOW","URGE"
```

BBC, Electron, Archimedes

The program works as shown

Commodore 64

Use `PRINT CHR$(147);` *in place of* `CLS` *in Lines 10 and 120.*

Spectrum

Use `DIM W$(N,20):DIM G$(20)` in place of `DIM W$(N)` *in Line 40*
Use `RND` *in place of* `RND(1)` *in Lines 20 and 60*

Amiga, ST(Use Stos), Amstrad CPC, PC(Use GW-Basic)

Use `RND` *in place of* `RND(1)` *in Lines 20 and 60*

DO YOU WANT MORE?

There's a far more powerful, flexible version of this program in Spell! - a collection of FIVE programs to help you learn your spellings.

As well as being able to use your own words, it comes complete with 5,000 built-in ones.

More deails of Spell are on Page 27

In a FLASH!

How well can you spell? Here's a program to test your skills

Have you ever had to learn a load of spellings ready for a test at school? Once you think you know all the words you need someone to read them to check you out. But what if there's no one available?

You need never face this problem again. Instead use your computer and this short program.

It's called FLASHER. Just type it in and SAVE it. Then you're ready to RUN it.

You'll first be asked to type in a number. Any number will do but try to use a different one each time you run the program. It's just used to make sure you don't keep getting the words in the same order.

Next you'll be asked for the speed. Different makes of computer run at different speeds but try 1000 first. If you find the program runs too fast for you try a bigger number – say 10,000.

Next, a word will flash on the screen and disappear. Try to type it in correctly. Note that to be right you must type it exactly as it flashed – for example, use capital letters if that was how it appeared on your screen.

Your score is displayed constantly so you'll know whether you are right or wrong and how well you're doing. Each time you type in a word another will be shown. So watch carefully. You have to be alert and a good speller to score well.

The program has been set up with eight sample words. You can put your own words in place of them in Lines 140 and 150.

Put as many words as you like: Just change the number in Line 130 to say how many there are. Note that each word should be in quotes (") and separated by a comma(,). But don't put a comma on the end of lines.

If you can't fit all your words into the two lines you can have as many extra as you like.

For example:

```
160 DATA, "SATISFACTORY","ALTOGETHER","P
RESENT","WELFARE"
```

Type it in now and see how it works.

You can also use this program to test yourself in lots of subjects such as French, Geography, German or Science. You can SAVE the program lots of times with different sets of words.

Spot the difference a VIP day out at Alto

Alton Towers is Britain's leading theme park. Over two million people enjoy the Alton experience each year.

Now *Let's Compute!* is offering 12 lucky readers the chance to join in the fun for free. We've four fabulous trips – worth over £350 – waiting to be won.

Just look at these prizes!

***FIRST PRIZE*: A VIP day for four at Alton Towers. The winner will enjoy a super day out and lunch will be provided.**

***SECOND PRIZE*: A VIP day for four at the Towers.**

***PLUS* there are two more prizes of two tickets each waiting to be won.**

All these prizes can be taken on any day before November 3.

ALTON TOWERS – where wonders never cease

...and win Alton Towers

Alton Towers was once the largest privately owned family home in Europe. The remains of that superb building form an impressive backdrop to a day at the Theme Park.

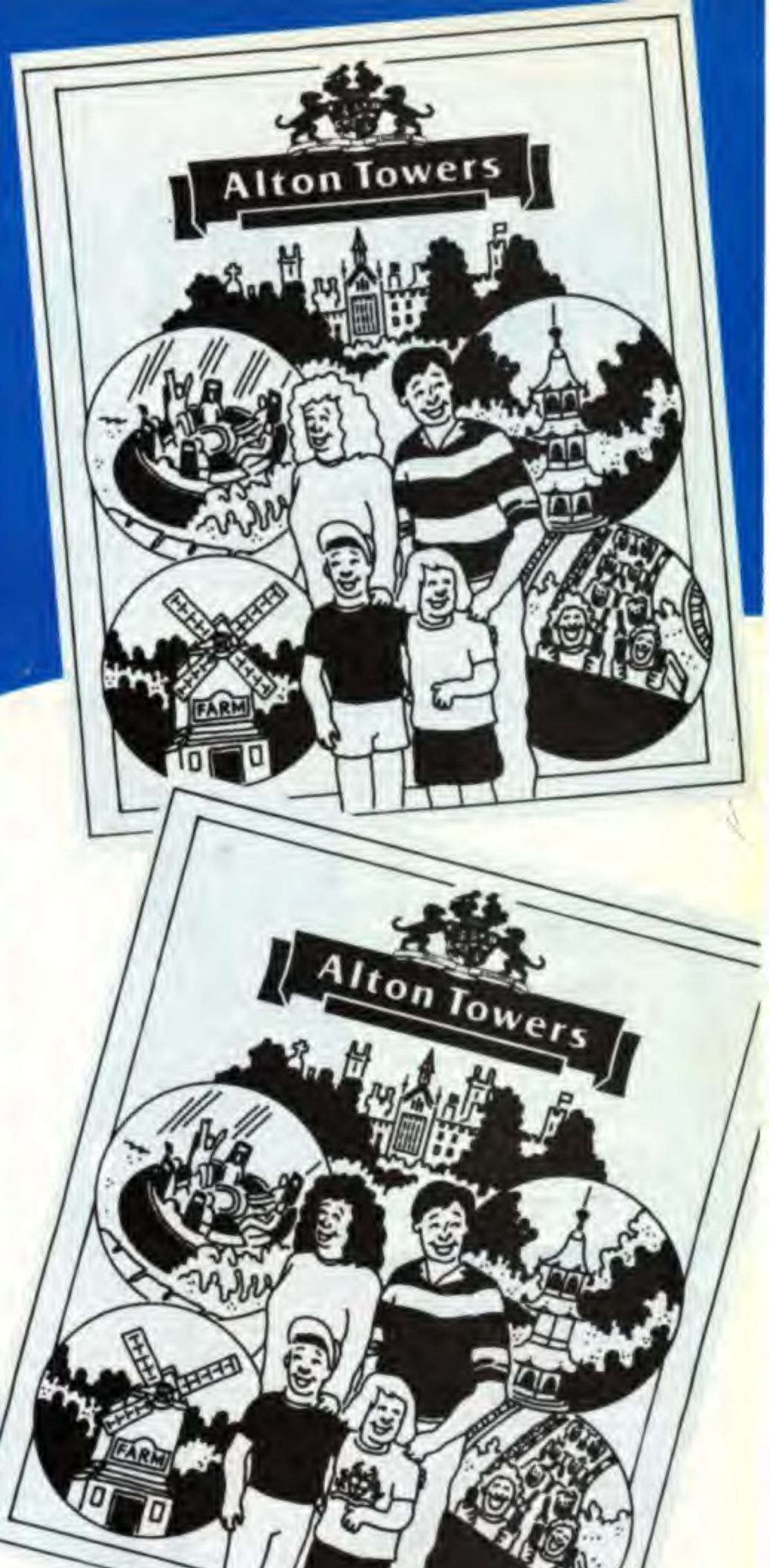
There are over 125 attractions at the park. And all our winners can have as many goes as they want on any of them!

Sample the thrills of rides like the Corkscrew rollercoaster, Log flume and Grand Canyon rapids. Try the more gentle Skyride, Around the World in 80 Days and Fountains.

Even if it rains you can still have loads of fun. Over a third of the attractions at Alton Towers are indoors.

And when you're tired of the rides you can take a stroll round the gardens. They date back to the 19th century.

Yes, there's something for everyone at Alton Towers!



HOW TO WIN

Study these two pictures. There are 10 differences between them.

Use your skill and judgement to find which they are. Next, put a circle round each difference on the bottom picture – or a copy of it.

Now fill in the entry form and send it to us together with the picture.

The first four out of the hat on June 30 will win a prize.

ENTRY FORM

Name .....

Address .....

.....

.....

Postcode ..... Age .....

Now send your entry form to: Alton Towers Contest, *Let's Compute!* Europa House, Adlington Park, Macclesfield SK10 4NP.

PARENTS & TEACHERS

Computing should be fun. The aim of *Let's Compute!* is to make sure that youngsters get as much pleasure as they can from their computers – while they learn at the same time.

Programming is part of the National Curriculum, and the simple games and other programs in *Let's Compute!* are an ideal starting point for learning what computing is all about.

Once the programs are typed in they can easily be modified by the youngsters themselves. They should be encouraged to add colour and sound, change the graphics, add a high score table and adapt the game in many other ways so that it reflects their own ideas and personality.

Investigation is another important element of the National Curriculum. Most of our pages are designed with this in mind and point children in the right direction to discover things for themselves.

Below we explain what some of the articles are about and give ideas of further investigations that children should be encouraged to carry out for themselves.

ROM ROUNDUP .. Page 8

Here's what all the kids want! Reviews of the top games. Where's the educational value in them? It comes in several ways.

Children should be encouraged to find out as much as they can before buying a game. They should ask friends about it, test it in a shop and read reviews. That way they can avoid buying rubbish.

Let's Compute! is the ideal vehicle for reviews. And to make it even more useful for the children, Rom is seeking recruits.

He's asking children their own views about games. That way youngsters find out the opinions of others in their own age group.

This feature gives children a chance to see their own words in print – and earn some pocket money, too. It's a great introduction to writing for magazines.

GAMES GANG .. Page 30

This one's mainly for fun, but there are hidden educational points in the article.

Most children play games, many of which need puzzle-solving skills. That's a great exercise that will help in maths and other subjects.

But nothing is more frustrating than being stuck and finding you can't go any further. This is where the Games Gang can help.

With hints, tips and even bits of program they let children get more from their leisure time on a computer.

Children should be encouraged to write to *Let's Compute!* and tell us what they've discovered about games. Letter writing is an important skill for any child.

ROM AND RAM .. Page 10

Rom and his nephew Rum are trying to learn about computers and Ram is teaching him. By following their exploits children can learn along with Rom. This month the trio look at the more common errors people make as they type in programs.

We ask readers to remember that when a computer tells them there is an error in a certain line number it could really mean that a completely different line has been typed in wrongly.

The error message appears when your computer stops because it can't go any further, but the error is not necessarily in that line.

Keep reading Rom and Ram and you'll discover simple ways of finding where the errors really are.

ADVENTURES .. Page 19

Nothing is more satisfying than writing your own big program and seeing others enjoy using it. The Create an Adventure series shows children the easy way to write a complete adventure.

Apart from the fun and programming aspects of this article, it offers educational openings in several subjects. For example, by changing the map to a real place it can be used in geography.

Altering the words to a foreign language can make this program a great language teaching aid.

SAFE SCIENTIST .. Page 24

The Safe Scientist lets children use their computer to simulate experiments and see things which in real life are too difficult, dangerous or expensive.

This month the program is about the path a moon takes around a planet. The National Curriculum has one whole target for Earth in space.

This is often quite hard for teachers at school to cope with. After all, school lessons are nearly always during the daylight hours.

One thing in particular that children need to be able to do is to describe how the Sun, Earth and Moon move relative to one another.

The program uses P and M to represent the planet and moon. On some types of computer you may find it clearer to use O and o instead.

Like many of the Safe Scientist's programs, it is what Information Technology teachers call a computer model. This means that a real situation has been copied on to the computer.

This introduces us to another area of the National Curriculum – Information Technology Capability. That load of jargon really means being able to use a computer sensibly!

One thing children should be able to do is use a computer model to make predictions, and the orbit program lets them do just that. They should try to guess where the moon will be at the next stage of its orbit.

SCOUTING .. Page 28

Many children are striving to get cub, scout, brownie or guide badges. And *Let's Compute!* can help with several of them.

This month we again concentrate on the computing badge itself. We look at on the tasks of the cub one, but everyone can learn something from the hints we give.

However, just studying a list of hints alone is not enough. Children should be encouraged to read other features in *Let's Compute!* – for example they should follow the exploits of Rom and Ram. Typing in *Let's Compute!* programs and looking at how they work is also a great help.

We intend to do more for cubs, scouts, brownies and guides in future issues, and not just for the computing badge. We'll be looking at how modern technology can help with a whole host of tasks.

LOGO LOWDOWN .. Page 35

Many teachers prefer the Logo language to Basic, and our Logo Lowdown turtles aim to make it fun.

Children should try the programs given and see what happens. Then they should try to change them to do something slightly different. The graphics of Logo show the effect of the change as soon as the program is run.

It's easy to learn enough Logo to draw some interesting shapes. And by combining our series with a little trial and error children will soon be creating amazing displays for themselves.

PROGRAM DOCTOR .. Page 17

Each month Doc deals with some of the common mistakes that people make – either in the program structure itself or in the ideas behind what a program does.

This month a cub returns to the doc with complaints about last month's program. It wasn't user friendly and showed the sort of problem that many children have with their programs – it works most of the time but fails if unexpected things are typed in.

Doc cures some of the problems and will be looking at more next month. Children can quickly type in the short listing and make the improvements. They should SAVE it so they can add to it the following month.

Discuss with them what's still wrong as it stands. Here are some points they should spot:

- The presentation could be much better.
- You keep getting another go whether you want one or not. The program should ask if you want to continue.

The Doc will be looking at the second of these shortcomings next month. The first is left to the children themselves.

They should be encouraged to experiment. Here are a few ideas:

- Try to get the words printing at different places on the screen.
- Use some colour.
- Put more and different messages in the program.
- Add sound.

DECISIONS .. Page 6

Here's a fun program, and with a little modification it could be used at fund-raising events like school fairs.

The idea and program come from Stephen Wade, a 12-year-old reader. It's quite easy to type in and great fun to play. Once it's up and running children should be encouraged to improve it themselves.

There are many ways this can be done. Simply changing words is the obvious change – you can have more or less. And several versions of the program can easily be created to suit different occasions.

More ideas for modifications are given in the article. If your child can write a program you think others would like to see make sure he or she sends it to us.

Children love to see their own work – or even just their name – in print. And every *Let's Compute!* reader has that chance.

There are still lots of opportunities for children only just starting to program to get their name into *Let's Compute!* Encourage them to write to the Noticeboard, Games Gang or High Score Challenge.

PETE'S PROJECT .. Page 20

In this series of articles computing and practical skills come together. This month the project is to perform a magic trick.

The child uses a computer to produce a set of cards. By use of a little imagination they should make them look as good as possible – a straightforward load of numbers isn't much good as part of a magic show.

To perform the trick the child has to add up quickly and with confidence. They need practice, and as it's fascinating and fun they are much more likely to practice adding from these cards than if you just present them with a selection of sums!

PUZZLE LOGO .. Page 34

Nothing is more satisfying than writing your Children love puzzles, and this month's is a real teaser. It will stretch their logic thinking to the limit to complete it without help.

For anyone ho gets stuck, a Logo program is given to display the answer. If your child has the Logo language he or she should be encouraged to use a computer to help with this task.

If you don't have logo your child should still try the puzzle. It's well worth it for the mental exercise! In case they don't manage it themselves the answer will be in next month's *Let's Compute!*

IN A FLASH .. Page 23

Are you fed up with children asking you to test them on their spellings? Relax, this program is just what you need.

Just put the words to be tested in the DATA lines at the end of the program. The computer will then flash the words on the screen so the child can then try to type them in correctly.

A far more sophisticated version of this program is part of the SPELL! suite of programs. If you want five programs expertly designed to test your child's spelling take a look at Page 27.

EDUCATION SECRETARY GETS TOUGH OVER FALLING SCHOOL STANDARDS

Bad spelling to cost pupils exam marks

Passing an exam . . . applying for a job . . . whatever you want to do in life you need to be able to SPELL!

There's mounting alarm about the appalling standards of spelling among Britain's schoolchildren. MPs, teachers, parents and employers are all stressing the vital importance of being able to spell correctly.

Yet most homes have what could be the ideal means of teaching spelling – the computer.

Instead of zapping aliens it could be turned into the best weapon of all to deal a body blow to bad spelling. With the help of a brilliant new software package that not only makes practising spelling painless but also loads of fun as well.

FIVE ways to improve your spelling

In a Flash: *Read the word as it flashes on the screen, then type it in. For practice runs, the word is left on the screen as it is typed.*

Rocket: *Hidden words have to be discovered in this hi-tech version of the old favourite Hangman. If they are guessed correctly the rocket will blast-off. Fail and all that's left is a load of scrap.*

Lunar Buggy: *Type fast for fun. The aim is to key in the word as it's pulled across the screen by the buggy. It has to be completed before the letters drop down a crater.*

All Mixed Up: *Jumbled letters have to be sorted out to find the scrambled word. To help beginners – and anyone else who is stuck – clues can be obtained at the press of a key.*

Conveyor Belt: *Words pass by on the screen and have to be remembered. Then they must be typed in – spelt correctly. This is a challenging test of both spelling and memory.*

All the programs have several options for extra flexibility – like a timer with on/off option to add that extra challenge.

In addition to using the 5,000 words provided, parents – or children – can create their own word lists for using with SPELL! This makes the package ideal for practising those hard-to-learn words, or for "Learn these spellings" homework.

SPELL! is unique. It lets the user learn at his or her own pace. They can take as long as they like – or take on the computer in a high-speed challenge!

And this one package is ideal for everyone – with the lowest age group suitable for under-5s, while the more advanced words will stretch even the most able students.

It includes five different tests, each making use of more than 5,000 words – so much variety that you'll never get bored.

- **5 DIFFERENT TESTS**
- **OVER 5,000 WORDS**
- **FOR AGES 5 TO 15**

SPELL! only costs £8.95. It is now available on disc and tape for six of the most popular home computers and can be ordered on the form below.

Please send me a *SPELL!* package for my computer
(Tick as appropriate)

Name .....

Signed .....

Address .....

.....Post code.....

Daytime phone number in case of queries .....

LC 7

I wish to pay by:

☐ Cheque or postal order payable to Database Publications

☐ Credit card No: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Exp. date ☐☐/☐☐

☐ Compact/Archi/Elk (3.5" disc) 3612 ☐ BBC/Elk (5.25" 40 T) 3610 ☐ BBC/Elk (5.25" 80 T) 3611 ☐ BBC/Elk (tape) 3617 ☐ Amiga (disc) 3614 ☐ ST (disc) 3613 ☐ PC (3.5") 3616 ☐ PC (5.25") 3615

TO: Europress Direct, FREEPOST, Ellesmere Port, South Wirrall L65 3EB *No stamp need if posted in UK*

PHONE ORDERS: 051-357 1275

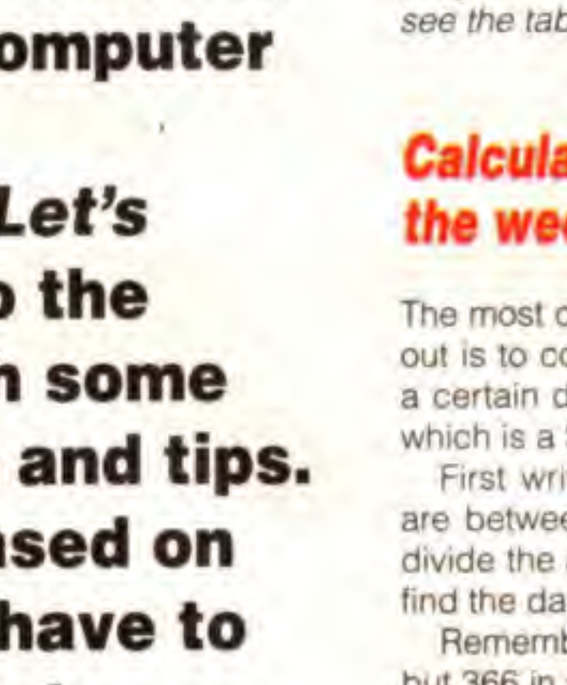
SCOUTI

Badge passing mad

We've been receiving cries of help from scouts, cubs, brownies and guides. They want advice on writing simple programs in order to gain their computer badge.

So here's *Let's Compute!* to the rescue, with some handy hints and tips.

They're based on tasks cubs have to carry out. But scouts, brownies, guides – and anyone else – will all find these points helpful when they start writing their own programs.



Print out multiplication tables

Rather than have a program that just prints any old table, it's best to ask which table the user wants to see. Then it's just a matter of a FOR ... NEXT loop in the program that prints out the table.

Why not add a test option as well? Then your program would start by asking: *Do you want to see the tables or be tested on them?*

DID YOU SEE? Let's Compute! Aug 1990: Your computer can help gain your artist's badge

Calculate on which day of the week you were born

The most common way that programs work this out is to count backwards – or forwards – from a certain date. For example from June 1 1991, which is a Saturday.

First write a routine to find how many days are between that day and your birthday. Then divide the answer by seven and you can easily find the day.

Remember that there are 365 days in a year but 366 in a leap year. Check for a leap year by testing whether the year number can be divided by four. For example, 1984 and 1976 are leap years.

Your program will work for finding days of dates other than your birthday. But watch out for leap years: The *divisible by four rule isn't always true.*

If the year is at the start of a century – like 1800 and 1900 – it is NOT a leap year if that is divisible by four. So unless you take account of this your program will fail after the year 2000 or before 1600.

Also, some days were missed in the 17th century. If you want your program to work for dates that far back you need to do a bit of research!

There are lots of clever ways of finding days from dates. Do you know one?

If you do, send it to *Let's Compute!* We'll print the best.

DID YOU SEE? Let's Compute! Dec 1990: Loads of ideas for money making events

Make the computer respond Good morning or Good afternoon as appropriate

This is simple on some computers and very tricky on others. It depends whether the computer has an easy built-in way to handle time.

If yours hasn't, avoid this one. If it has, read on...

First you may have to set the time as part of your actual badge program. Just ask the question *What time is it?* as the program starts.

NG

e easy

Use the response to set the time.

On some machines the time is already set up. In that case it's a good idea to ask *Is this the right time?* If the answer is no, let the person using the program change it.

Next get the program to ask *What is your name?* Then it's just a matter of checking the time to see if it's morning or afternoon and printing the right greeting.

This is a great start to a program. But you can hardly call it a full program on its own. Why not follow it with one of your own and show your tester that you really know what you're talking about!

DID YOU SEE? LET'S COMPUTE!
Mar 1991:
Measure your pack hike with a pedometer

Make the computer prompt responses from questions

The tricky part with this one is making your computer recognise the questions. Remember, the same question can be asked in several different ways.

For example, the following questions all ask what the time is:

What time is it?
What is the time?
What's the time?

The easiest way of making the computer recognise a question is just to check for one word. In the examples above you could look for *time*.

The *Create An Adventure* Series in *Let's Compute!* gives loads of hints and tips that will help you with this project. After all, an adventure is just a set of responses to what's typed in.

DID YOU SEE? LET'S COMPUTE!
Feb 1991:
Estimate heights with a computer clinometer

Add together numbers which you input from the keyboard

This one's too easy if you just do exactly what's asked for. Either of these two short programs do the trick:

```
10 INPUT A
20 INPUT B
30 LET C=A+B
```

```
10 LET T=0
20 INPUT A
30 LET T=T+A
40 GOTO 20
```

Where's the PRINT instruction, you may ask. Look at what's asked for – it doesn't mention outputting the answer!

But you can produce a much better program and really impress your tester. Start by adding the missing PRINT.

Then make the program more user friendly. Make it ask questions like *What is the first number?*

Print a few words alongside the answer. For example *The answer is 3.2+2.1=5.3* looks much better than the number 5.3 alone.

Finally, if your computer has a mouse why not use it? Write the program so the person using it just has to click on numbers and signs.

DID YOU SEE? LET'S COMPUTE!
June 1991:
Easy way to learn those compass points

NEXT MONTH

Now you can use your computer to learn how to signal by semaphore!

The Games Gang

PC Pleasures

Anyone who owns a PC should watch out for two superb games from Electronic Arts. **Chuck Yeager's Air Combat** is the follow-up to the excellent Chuck Yeager's Advanced Flight Trainer. It's a fun flight simulator designed to get even novice pilots challenging up to 15 enemy pilots at once.

There are three ready-made scenarios included with the game – World War II, Korea and Vietnam. There's also an easy-to-use mission designer which lets you mix and match planes from all three wars.

If Sim City is more in your line look out for **Castles**. It gives an unusual mix of role-playing and strategy.

You play a land-owning baron and your job is to create and maintain your castle. You also need to increase your hold on the surrounding lands without going bust.

Both games are due in the shops soon for IBM compatibles, with Atari ST and Amiga version to follow later.

Pam's Passwords

Darren Austin (16) has come up with a whole host of passwords for the C64. Here is a selection:

Pro-Boxing Simulator

Level	Password
Steady Eddie	Party
Dirty Larry	Talon
Fast Freddy	Sword
Ronnie Razor	Lucky
Deadly Dan	Union

Chip's Challenge

Level	Password	Level	Password
1	BDHP	9	KCRE
2	JXMJ	10	UVWS
3	ECBQ	11	CNPE
4	YMCJ	12	WVHI
5	TQKB	13	OCKS
6	WNLD	14	BTDY
7	FXQO	15	COZQ
8	NHAG		

Frustrated players of **Bounty Bob** can progress now thanks to Lee McShane (12) from Newton Aycliffe:

Level	Password
1	ABC
2	LTO
3	MLB
4	OAQ
5	XNR

Reviving Elvira

Not content with featuring in one computer game, horror queen Elvira is about to star in a second. Unlike the original adventure – Elvira Mistress of the Dark – the new offering is aimed at shoot-'em-up fans.

Elvira is joined by her pet pink poodle as she battles her way through three action-packed levels. They're stuffed with baddies, beasts and things that go bump in the night.

Published by MicroValue it promises to have giant graphics, parallax scrollinmg and plenty of zany touches too. Check it out in October when it comes out on all the usual formats – PC, Atari ST, Amiga, C64, CPC and Spectrum.

Helpful Harry

Ben Huckvale (10) from Bradford-on-Avon has been playing *Exile* on his BBC. Though he says it's a brilliant game he has some advice to help you over the more difficult bits.

Once you've got some keys an RCD – Radio Control Device – helps you explore more of the game. To obtain your RCD here's what to do:

As you enter the big underground cave you'll find a tunnel to the right of the nest of Imps. Follow this down and then travel up the vertical passage.

You'll come across a wasps' nest. Don't worry about this yet. Pick up the glass-like object from the wasps.

This is too big to carry around with you so throw it out of the room. The door now slams shut allowing you to teleport out and collect it.

By retracing your steps you should be able to find the pool of water to the right of the large cave. Fill the glass with water and carry it carefully to the hole to the right of the Imps.

Follow the tunnel and you'll see a door above a fire. Perch there and drop the glass on the door. It will open and the fire will disappear.

Teleport and you'll be able to collect your RCD.

If you've any hints, pokes or cheats you'd like us to print send them to:

Let's Compute!
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.

THEY'RE BACK

Back in the dim and distant past there was Space Invaders. It lead to many clones.

Now you've now got the chance to recapture that classic shoot-'em-up experience. Taito's updated version is currently in the arcades and Domark are working on a version for home computers.

Just like the original, **Super Space Invaders 91** features row upon row of advancing aliens. The difference is that the backdrops, graphics and sound have all been improved.

You can expect to start repelling these new aliens on most home computers later this year.

CHARLIE'S CHEATS!

So you've spent ages killing off **Lemmings**! But if Amiga owners would like to stop these critters from comitting suicide they should type FQUIGGLY on the title screen.

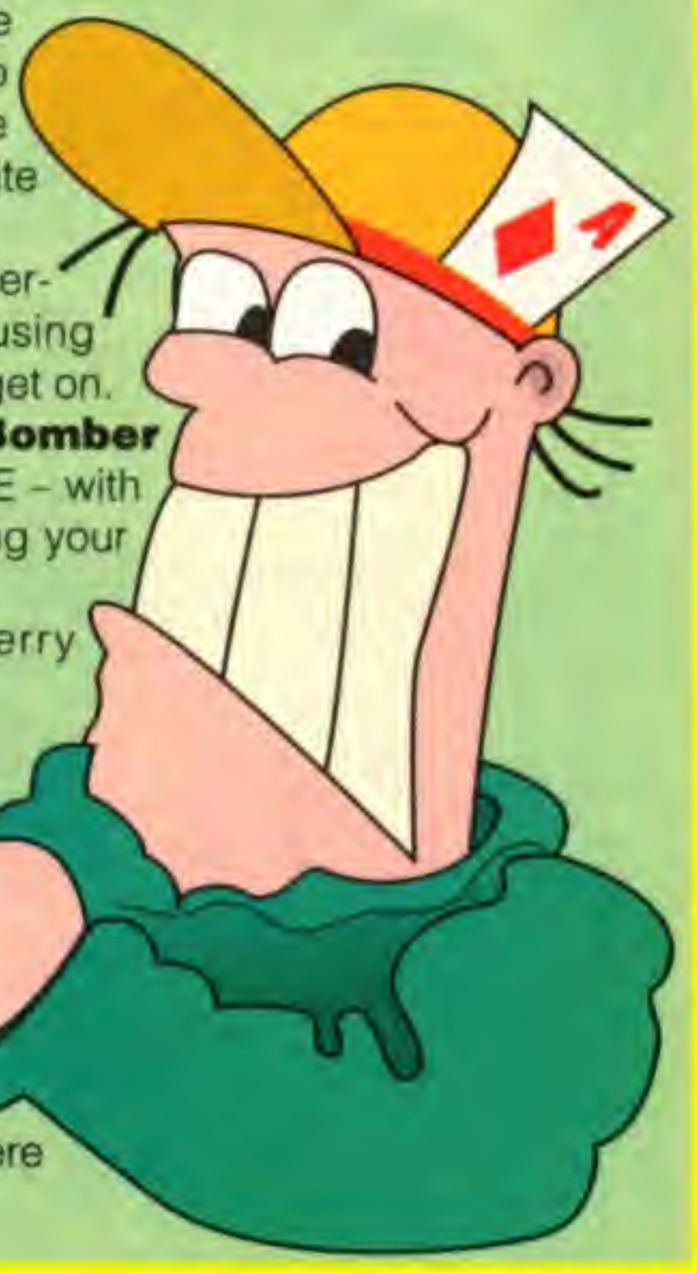
For all the people who have asked about the Archimedes version of Lemmings here is the latest. Psygnosis say they are planning to release it on that machine but can give no dates. To encourage them why not write to the company directly?

It should be possible to play the PC version of Lemmings on the Archimedes using the PC emulator – I'll let you know how I get on.

Commodore 64 players of **Fighter Bomber** can now start on any mission. Type KYLIE – with a space before the K – instead of entering your own name.

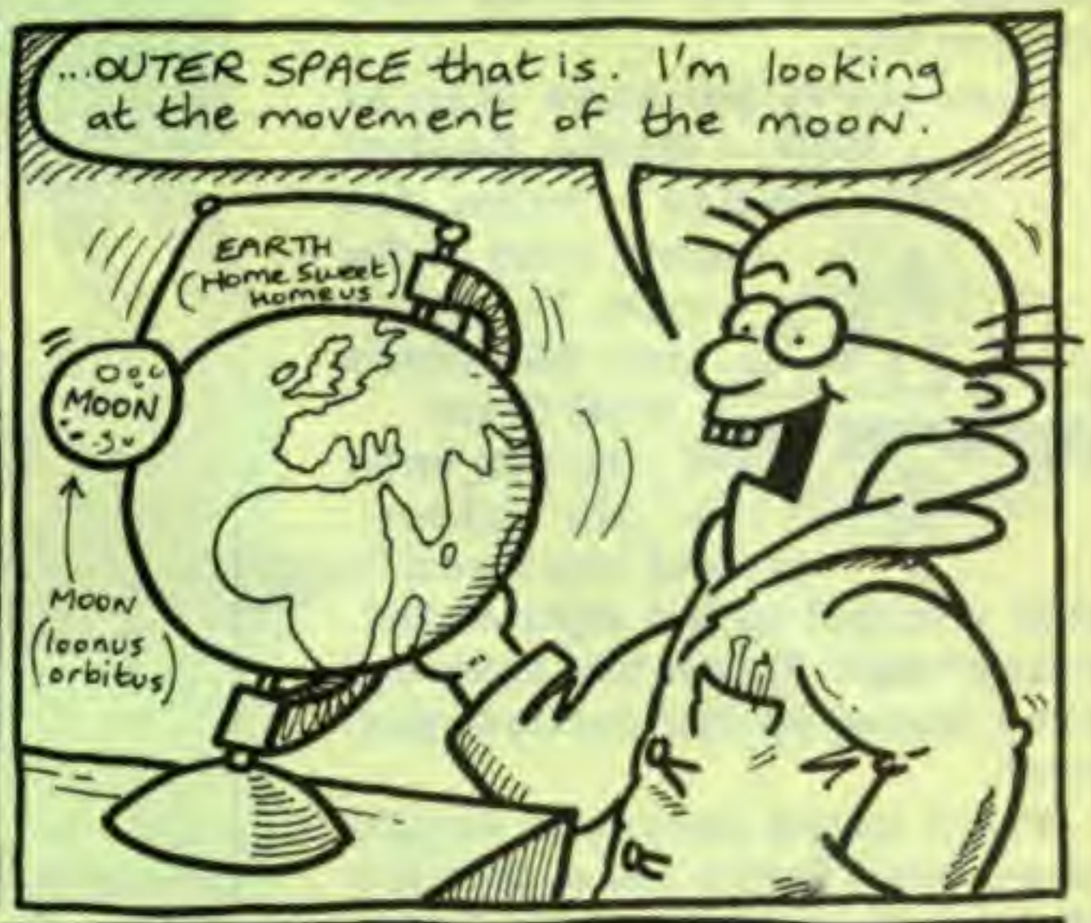
Thanks to Lee Amos (10) from Cherry Willingham for the Amiga cheats to Wizball. By pressing C you'll fill the cauldron. Also, pressing S will allow you to skip a level and T completes the game.

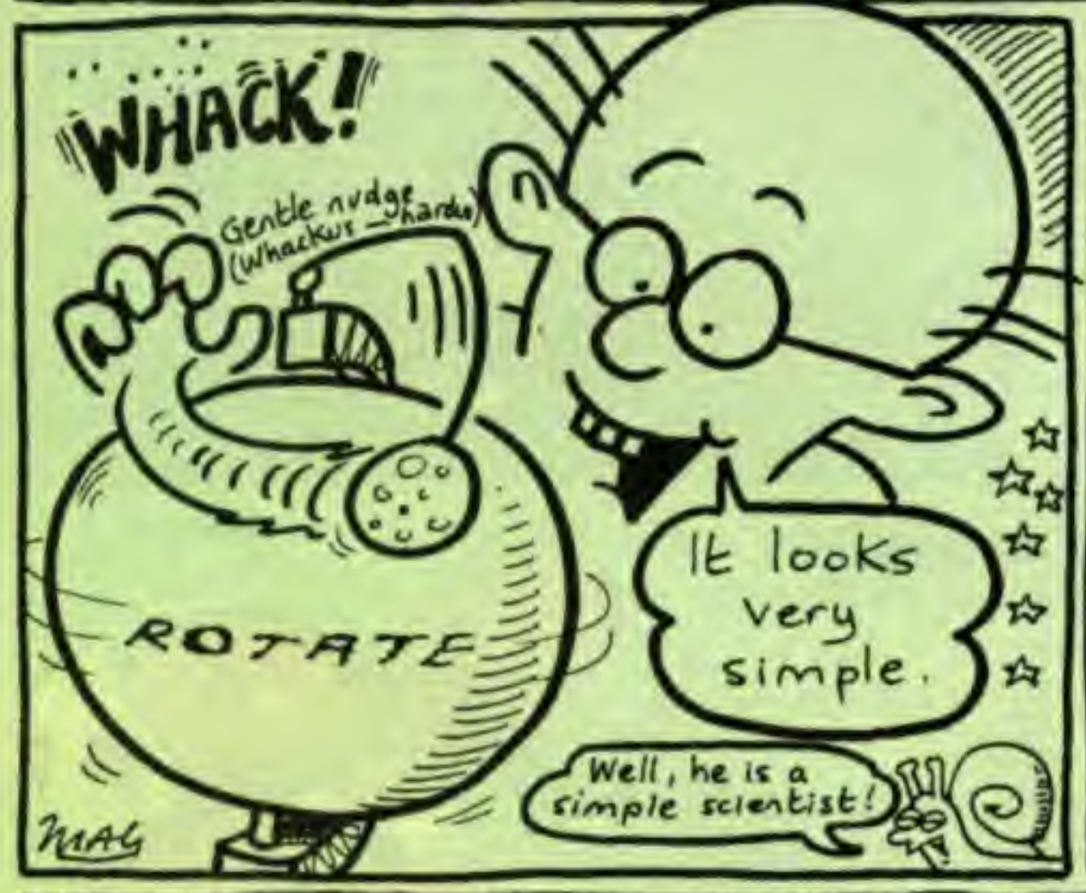
He's also having a bit of bother with Treasure Island Dizzy on the Amiga. Can anyone out there help?

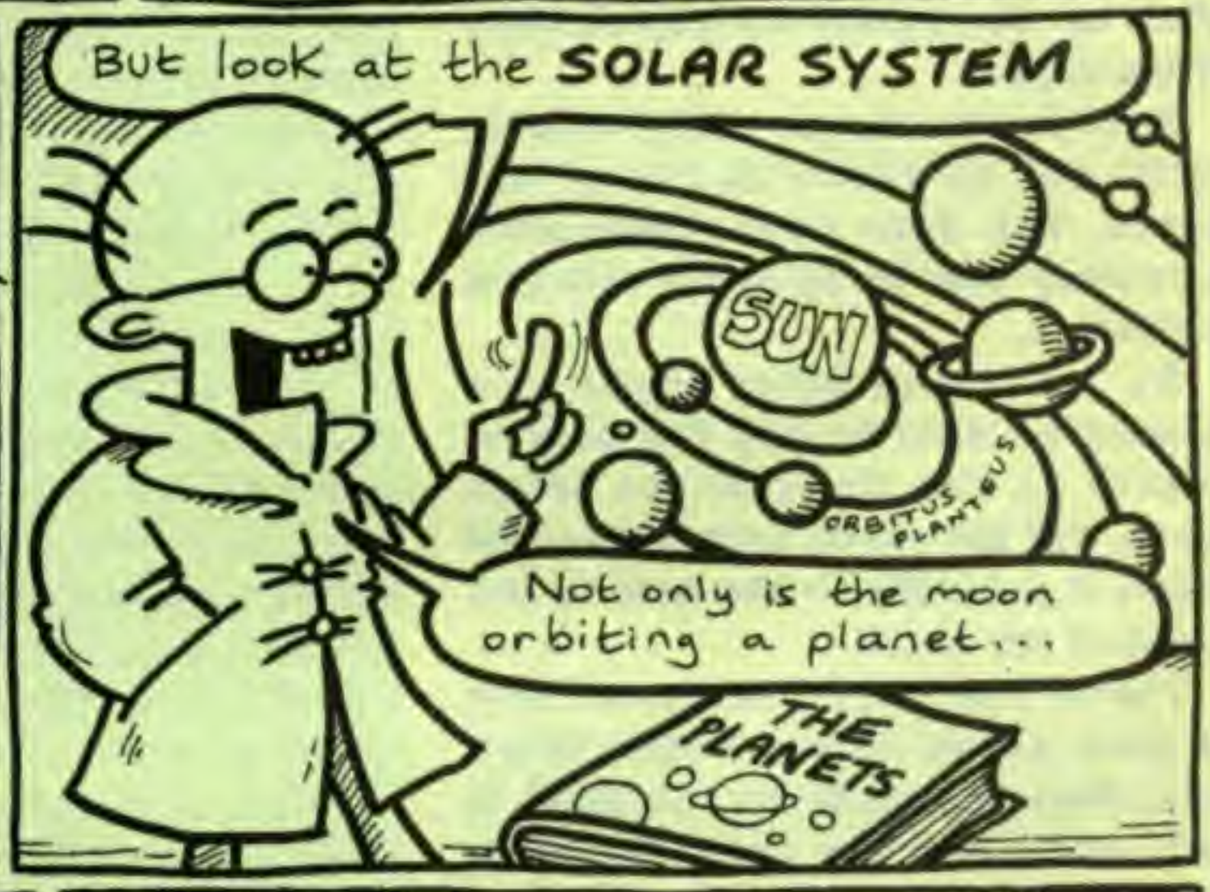


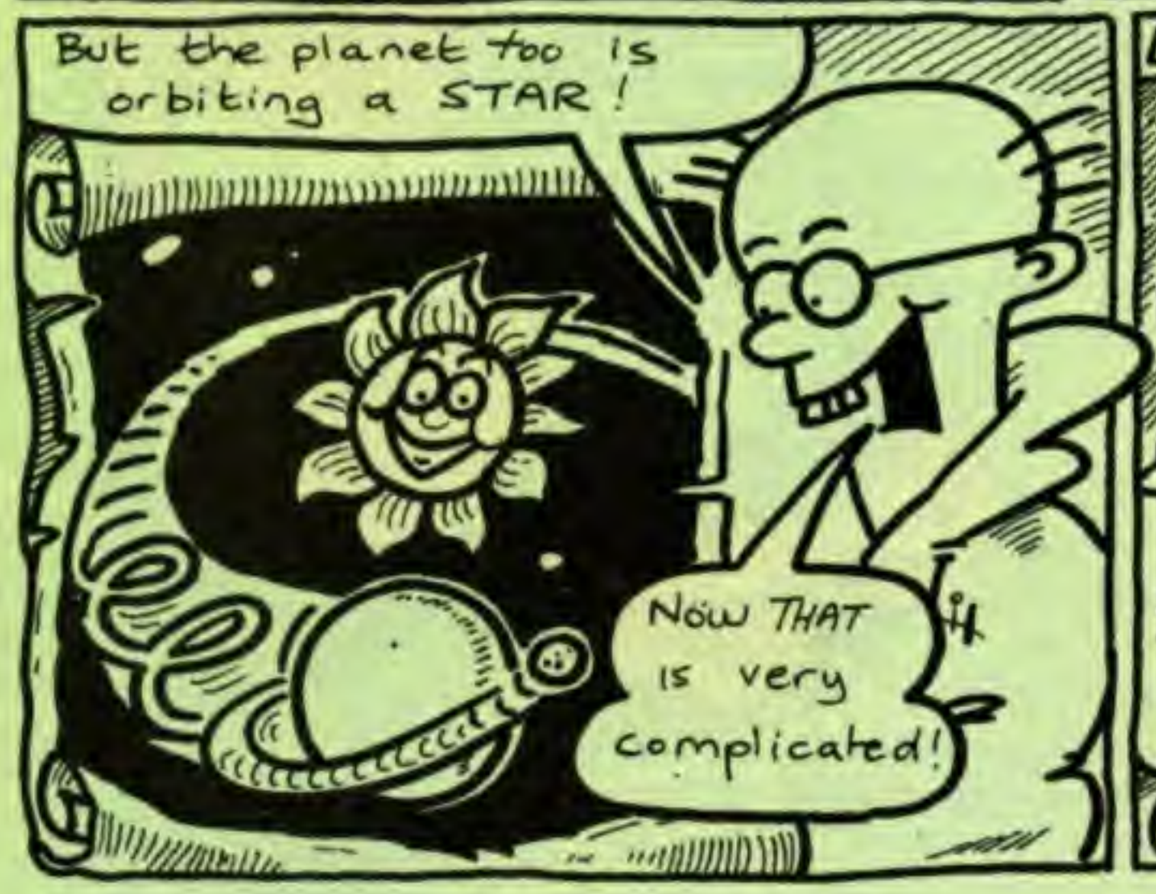
The Safe

It's the STAR himself safe scientist
Hi! This month I'm staring into SPACE...
ACME TELESCOPE (Seeus-Farrus)
STAR CAT (Cattus Traffic!)
Tripod
Ped pod


...OUTER SPACE that is. I'm looking at the movement of the moon.
EARTH (Home Sweet Homeus)
MOON
MOON (loonus orbitus)


WHACK!
Gentle nudge (whackus_hardus)
ROTATE
It looks very simple.
Well, he is a simple scientist!
MAG


But look at the SOLAR SYSTEM
SUN
ORBITUS PLANTEUS
Not only is the moon orbiting a planet...
THE PLANETS


But the planet too is orbiting a STAR!
NOW THAT is very complicated!

LATER
Hmm! I wonder if I'll see any U.F.O.s tonight...?
SHHHH!
ADJUST
TAP!
(NORRENDUS SHOCKUS SOONUS!)

Safe Scientist

Hi! It's me again. This month I'm looking at the movement of a heavenly body.

In other words how a moon goes round a planet.

This may sound very simple. After all, it just goes round in circles. But this is only half the story!

You see, the planet is also orbiting a star. In the case of the earth, it is going round the sun. So the moon is spinning around an object which is also going round in circles.

The program here shows what is happening. Type it in, SAVE it and RUN it. Each time you press a key you'll see the new positions of the planet and moon.

You'll soon be able to see the surprising route the moon takes.

To save your computer having to work out all the positions of the planet and moon they are all stored in the DATA lines. This makes the program run faster.

It also lets you to experiment with your own ideas for orbits. Just change the numbers to get new, if unreal routes.

Try this!

If you just want the moon and planet on your screen you can wipe out the trail they leave. Add these lines to your program:

```
   115 LET X=16-A+SGN(A):LET Y=11-B+SGN(B
):LET S$=" ":GOSUB 140
   116 LET X=X-C:LET Y=Y-D:LET S$=" ":GOS
 UB 140
```

```
    10 REM MOON ORBIT
    20 REM THE SAFE SCIENTIST
    30 MODE1:VDU23;8202;0;0;0;0;
    40 LET X=1:LET Y=0:LET S$="PRESS ANY
  KEY FOR NEXT POSITION":LET COL=3
    50 GOSUB 140
    60LET X=16:LET Y=11:LET S$="S":LET CO
  L=2:GOSUB 140
    70 FOR N=1 TO 28
    80 READ A,B,C,D
    90 LET X=16-A+SGN(A):LET Y=11-B+SGN(B
):LET S$="P":LET COL=1:GOSUB 140
   100 LET X=X-C:LET Y=Y-D:LET S$="M":LET
   COL=3:GOSUB 140
   110 LET G=GET
   120 NEXT N
   130 END
   140 COLOUR COL:PRINTTAB(X,Y);S$
   150 RETURN
   160 DATA 0,9,0,2,2,9,2,2,4,9,2,0,6,8,1
,-2,8,6,0,-2,9,4,-2,-2,10,2,-2,0,10
   170 DATA 0,-1,2,10,-2,1,2,9,-4,2,2,8,-
 6,2,0,6,-8,2,-2,4,-9,0,-2,2,-10,-2,-2,0
   180 DATA -10,-3,0,-2,-10,-2,2,-4,-9,0,
2,-6,-8,2,2,-8,-6,2,0,-9,-4,2,-2,-10,-2
   190 DATA 0,-2,-10,0,-2,-2,-10,2,-2,0,-
9,4,-2,2,-8,6,0,2,-6,8,2,2,-4,9,2,0,-2
   200 DATA 10,2,-2
```

It's back down to earth next month. We'll be looking at your diet with a fun way to learn about food and energy

IS THIS YOUR COMPUTER?

BBC/Electron/Archimedes

The program works as shown

Amstrad CPC

Change these lines:

```
   30 CLS
  110 WHILE INKEY$="":WEND
  140 INK COL:LOCATE X,Y:PRINT S$
```

ST(STOS)

Change these lines:

```
   30 MODE 1:KEY OFF:CURS OFF:HIDE
  110 WHILE INKEY$="":WEND
  140 INK COL:LOCATE X,Y:PRINT S$
```

Spectrum

Change these lines:

```
   30 CLS
  110 LET K$=INKEY$:IF K$="" THEN GOTO
110
  310 STOP
  140 INK COL:PRINT AT Y,X;S$
```

Amiga/PC(GW-Basic)

Change these lines:

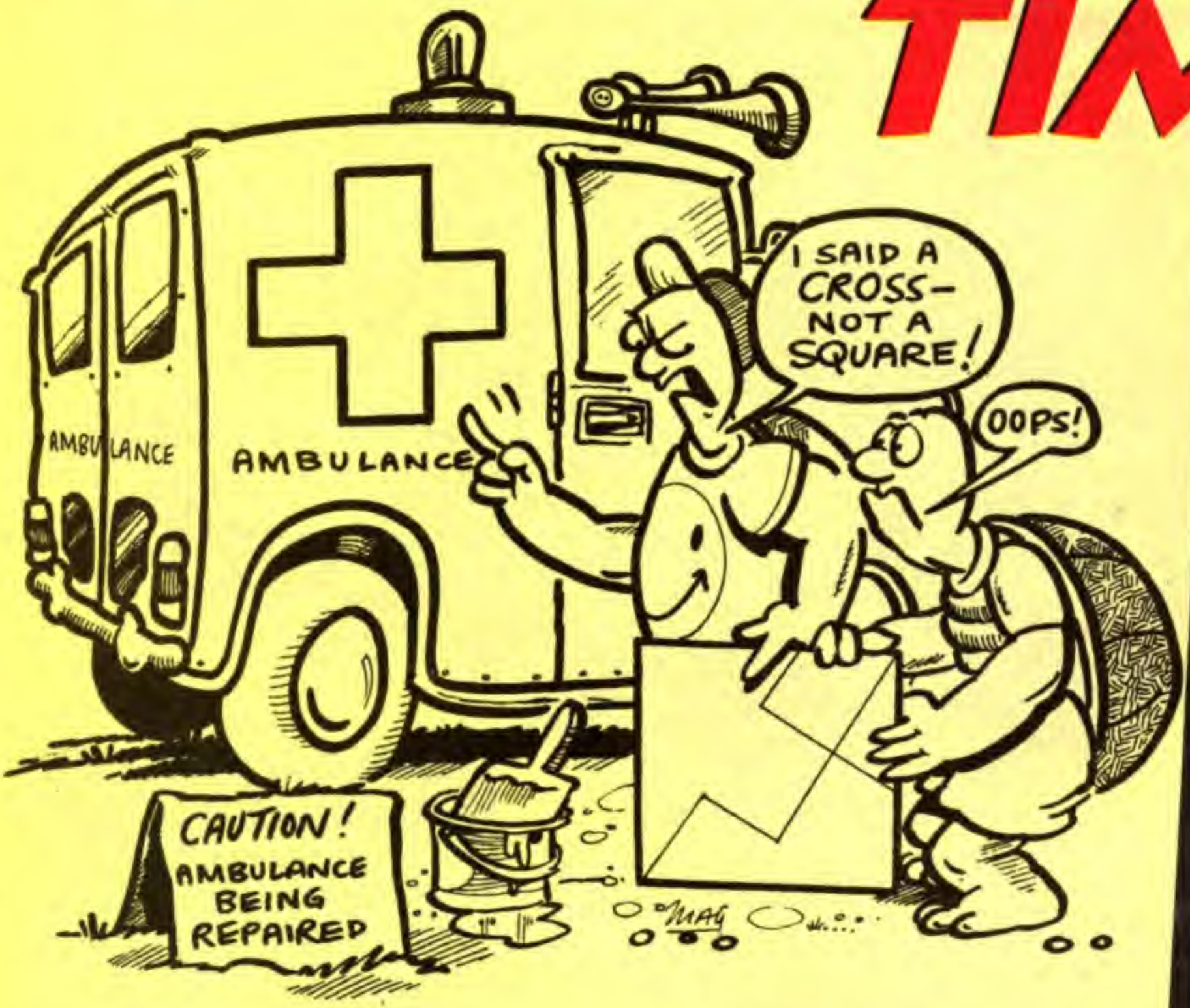
```
   30 CLS
  110 WHILE INKEY$="":WEND
  140 COLOR COL:LOCATE Y+1,X+1:PRINT S$
```

Commodore 64/128

Change these lines:

```
   30 PRINT CHR$(147);
  110 GET A$:IF A$="" THEN GOTO 110
  140 POKE 211,X:POKE 214,Y:SYS 58732
:PRINT CHR$(COL+17);S$
```

IT'S PUZZLE TIME!



Puzzles are popular. You keep telling us you want more.

So this month Tessa's designed a real tricky turtle teaser. Remember, she's the *Let's Compute!* expert at fitting shapes together.

The idea is to cut the cross on the right into four pieces. Then make a square out of them. Try it yourself!

It's not as easy as it looks. You first have to discover where to cut the cross. Then you have to work out how to fit the four bits together.

Again Tessa gave the puzzle to Tubby. He went straight to his computer.

He's got a Logo program that gives the answer. You can see it in the panel.

If you can't solve Tessa's puzzle, just use Tubby's program. You first need to run the Logo Language. This is available for most makes of home computer. Just type in Tubby's program. You can then discover how to cut the cross by entering:

```
CROSS 150
```

Now you know how to cut it, try arranging the pieces to form a square. If you have problems, Tubby's program can also show you how they fit. To do that type:

```
HOME
CLEAN
SQUARE 150
```

The first two instructions just clear the screen and put the turtle in the middle. If you don't want the turtle to block part of the picture hide it using:

```
HT
```

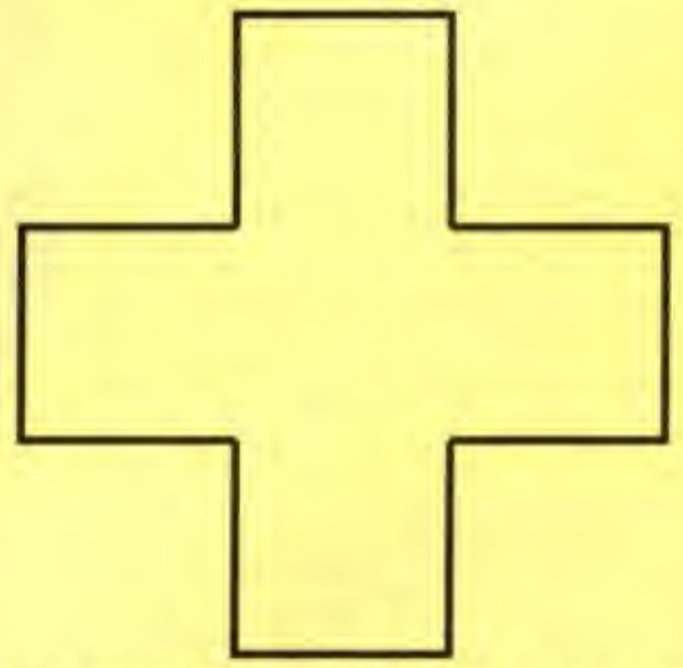
Can you draw an interesting, pattern or shape in Logo? If you can we'd love to see it. Post it to *Let's Compute!* Adlington Park, Macclesfield SK10 4NP. There's a super *Let's Compute!* baseball cap for the writer of every one we print.

Tubby's program

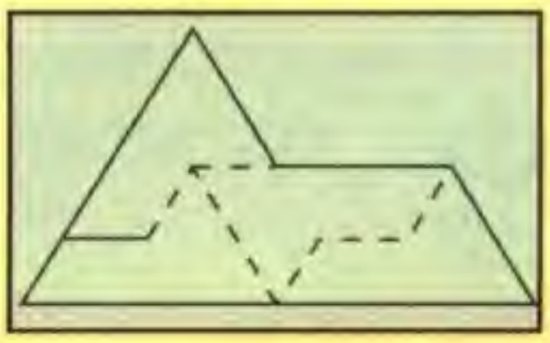
```
TO CROSS :D
LT 90
REPEAT 4 [C1 :D LT 180]
FD :D RT 153
FD :D * 224 / 100
RT 90
FD :D * 112 / 100
BK :D * 224 / 100
END

TO C1 :D
REPEAT 3 [FD :D RT 90]
END

TO SQUARE :D
REPEAT 4 [FD :D * 224 /
100 RT 90]
RT 27
FD :D RT 90
FD :D LT 90
FD :D * 2
BK :D
LT 90
BK :D / 2
FD :D * 3 / 2
RT 90
FD :D / 2
END
```

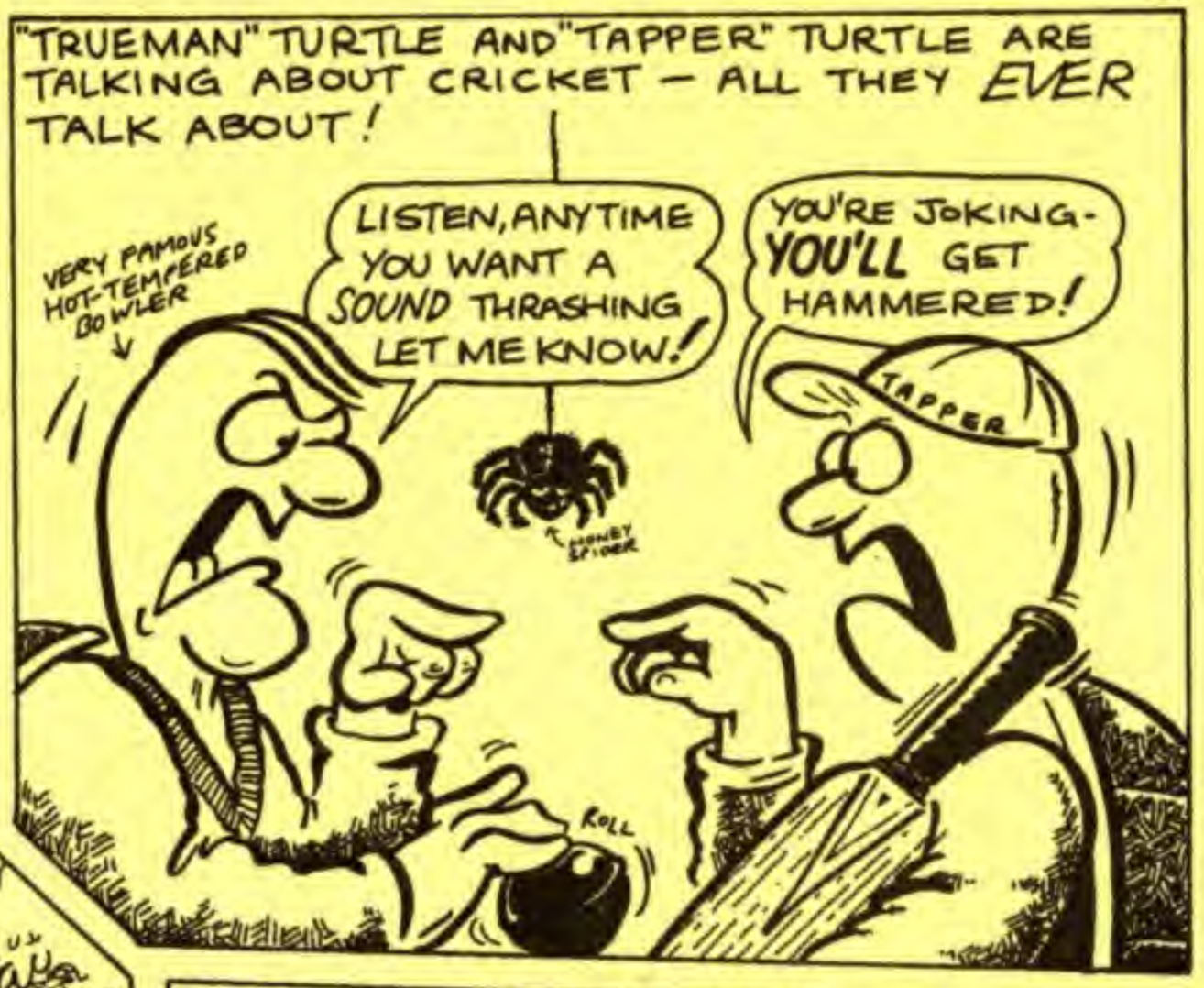


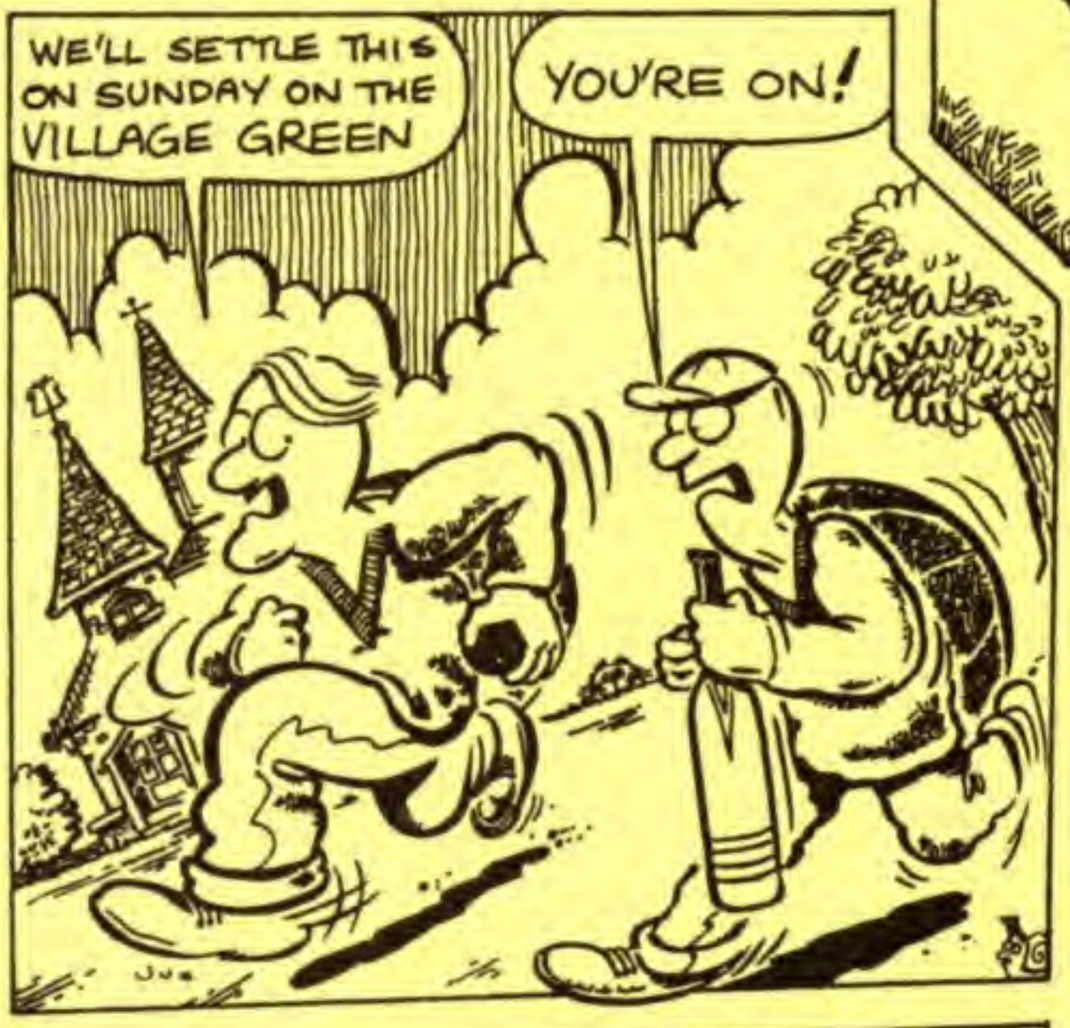
This month's puzzle: Cut up this cross into four pieces and make them fit into a square

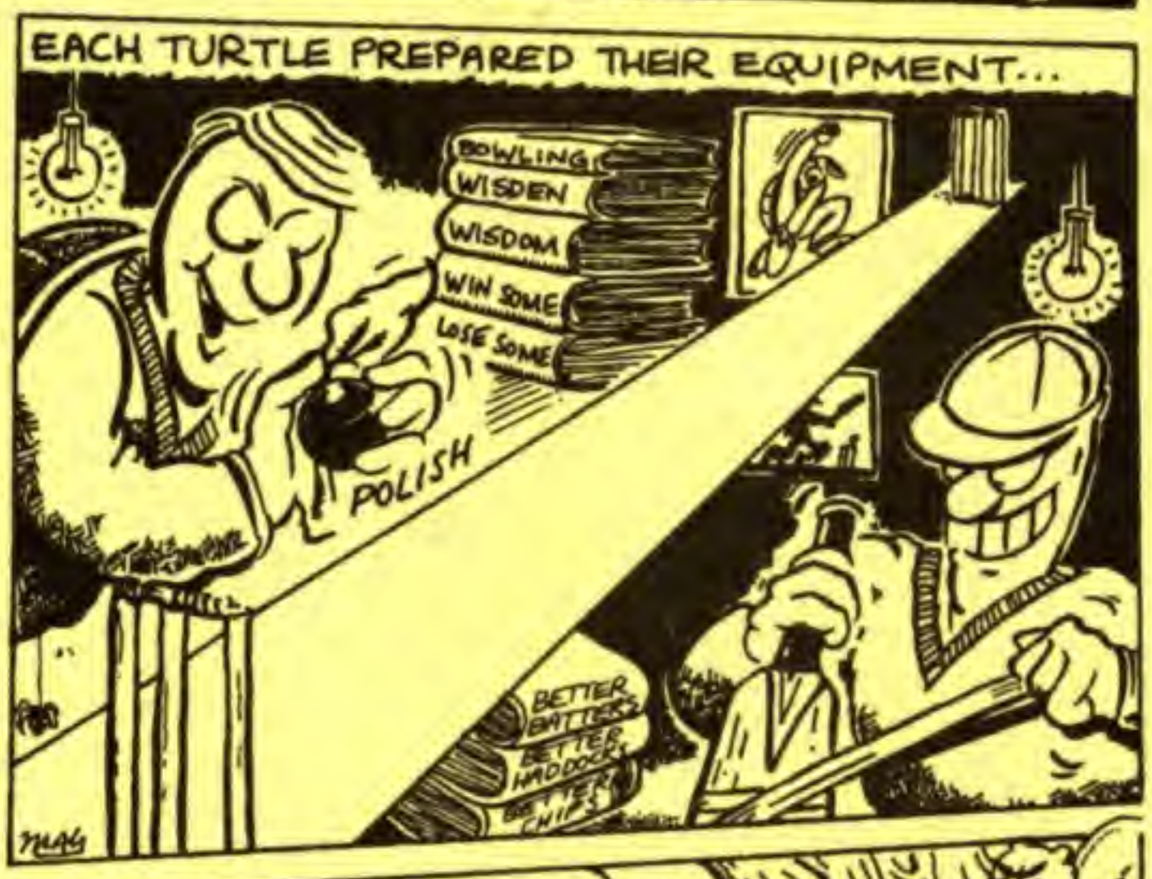


This is the solution to last month's puzzle

LOGO LONDOWN







```
TO G
PR [BOWLING] MAKE "N RANDOM 6
IF ( :N < 5 ) [RUNS]
IF ( :N = 5 ) [UMP]
END
```

THAT SUNDAY...

HOW'S THE PITCH?

IS IT FIRM OR WHAT?

RUMBLE!

I SEE YOUR TEAM HAS NO TALENT!

THAT MAKES US TWICE AS GIFTED AS YOUR TEAM!

I'VE GOT ME WORK CUT OUT HERE!

UMPIRE DICKIE VULCHER

SO THE MATCH BEGINS. TAPPER WINS THE TOSS AND ELECTS TO BAT.

I'M GONNA SLOG THIS!

WHOOSH

```
TO RUNS
MAKE "R RANDOM 7
IF ( :R = 5 ) [MAKE "R 4]
MAKE "T :T + :R
SP SP PR [RUNS] PR :R
END
```

TAPPER TAPS TRUEMAN'S FIRST BALL FOR-

SIX

WHACK!

LUCKY SHOT!

BY LUNCHTIME TAPPER'S XI ARE 569 FOR 9 WITH TAPPER STILL IN BAT

EVIL PLAN

THIS'LL SHOW HIM!

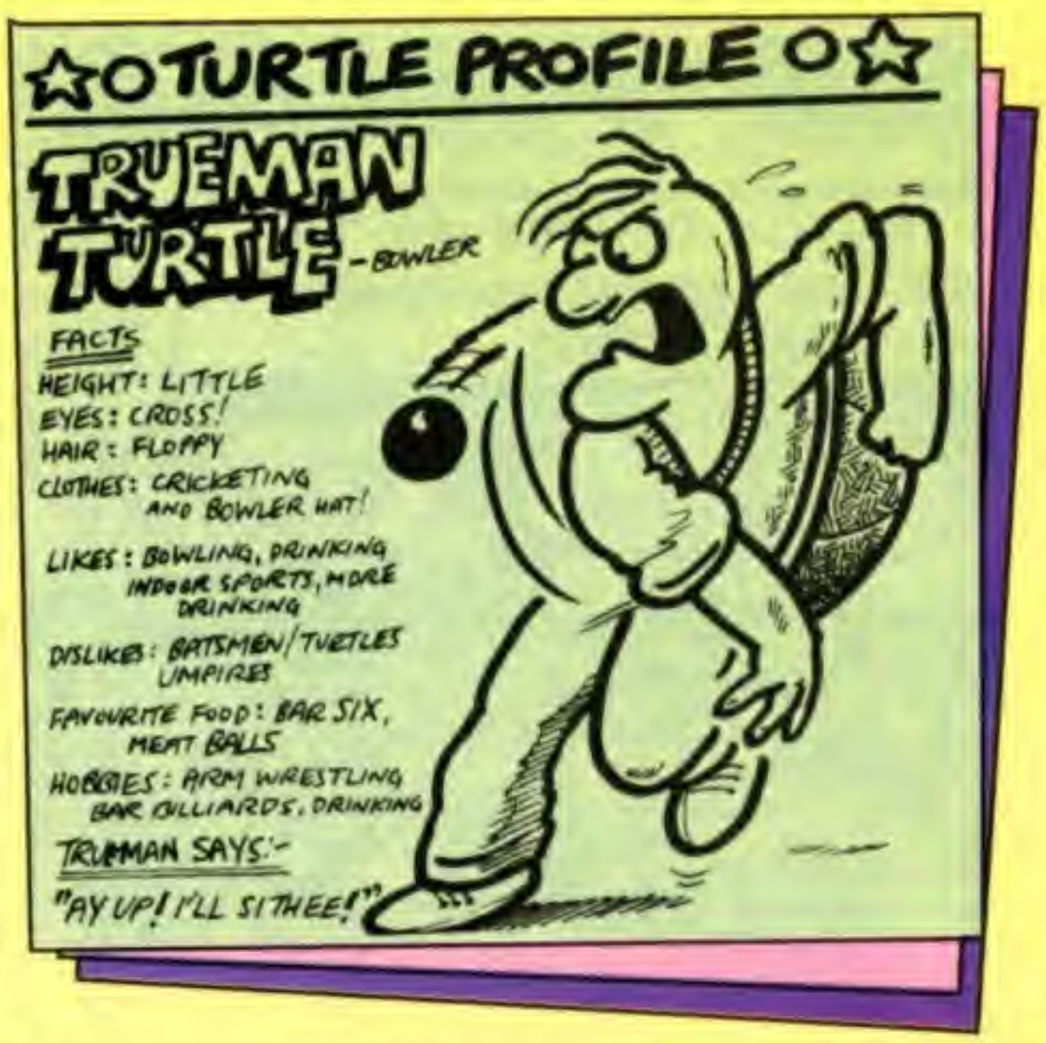
MY LITTLE BOMB

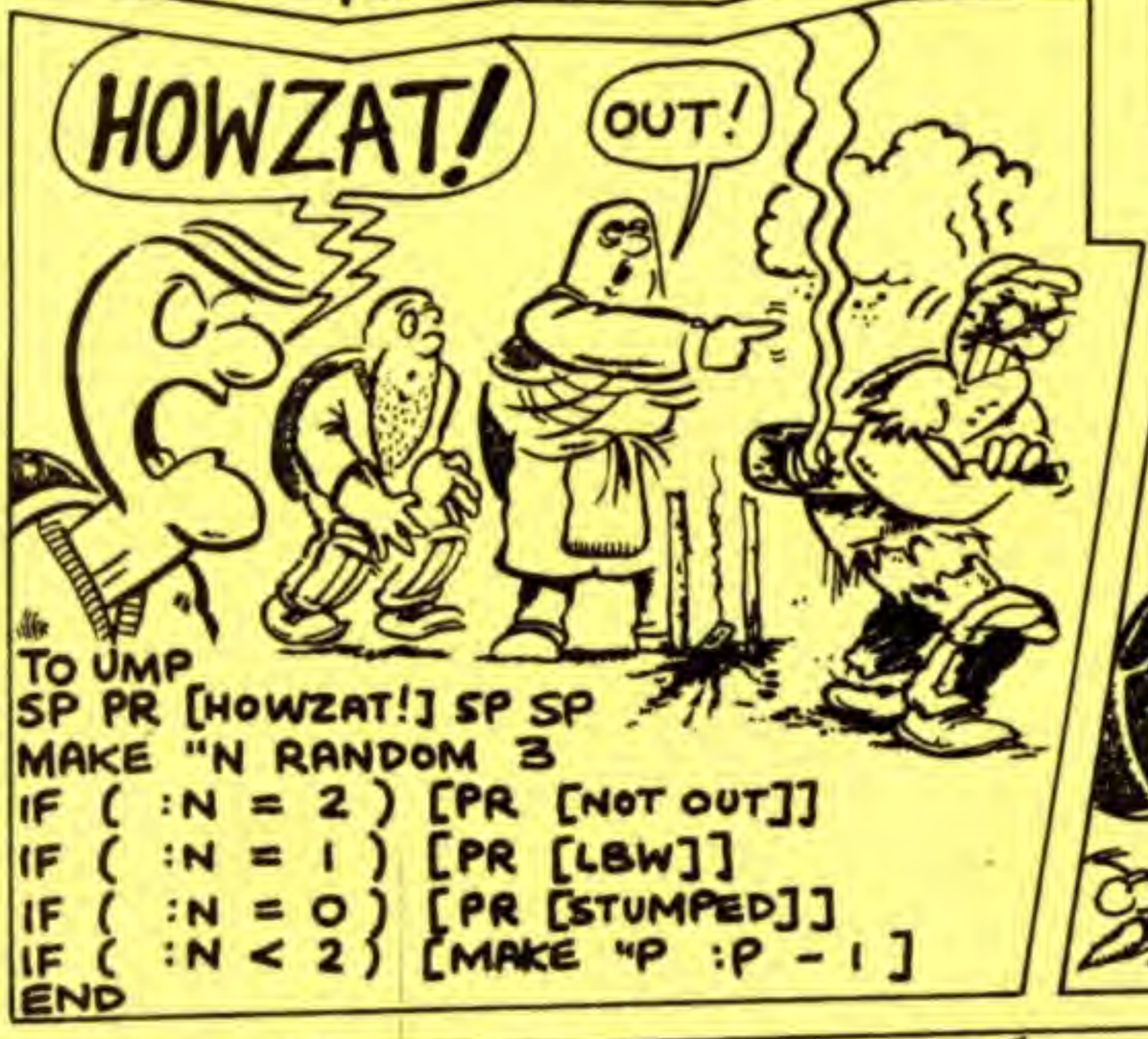
TRUEMAN BOWLS A FULL TOSS

SLING

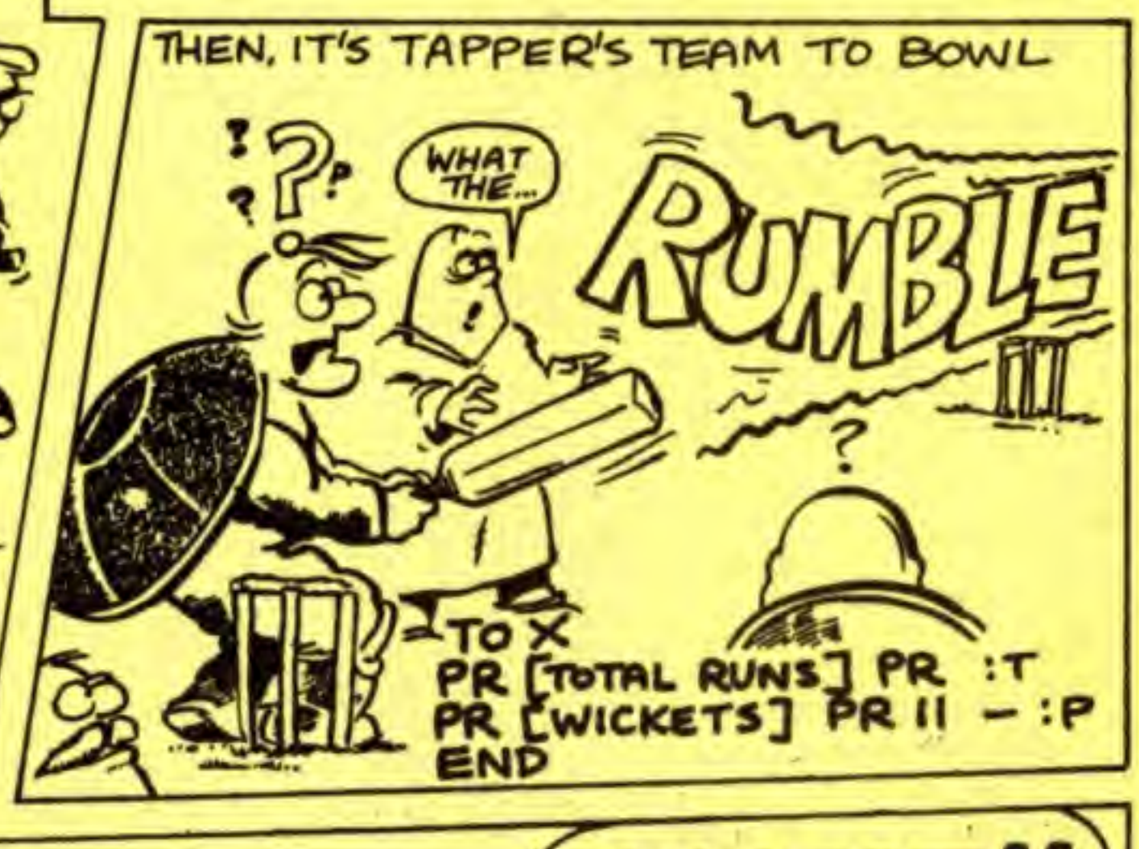
FFFIZZZZZZ

To SP
PR [ ]
END

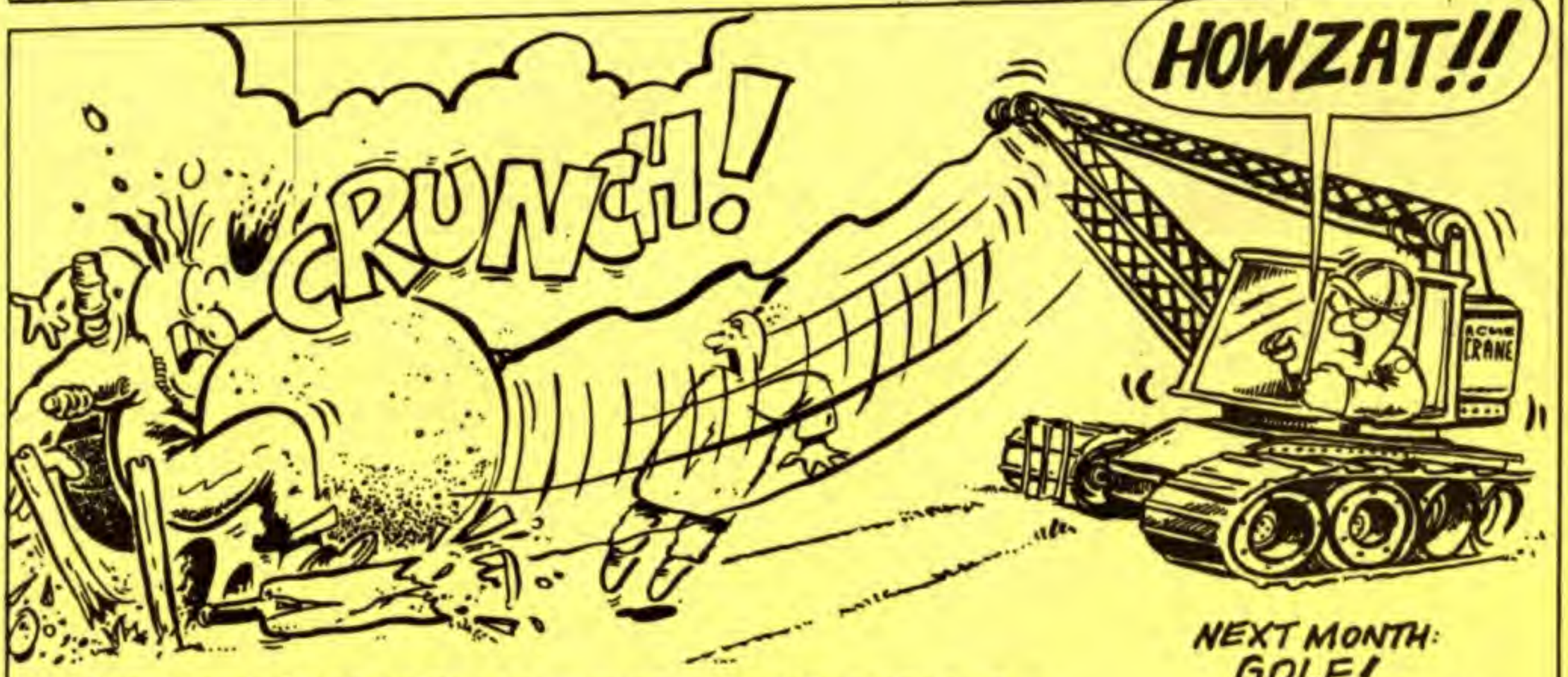





```
TO UMP
SP PR [HOWZAT!] SP SP
MAKE "N RANDOM 3
IF ( :N = 2 ) [PR [NOT OUT]]
IF ( :N = 1 ) [PR [LBW]]
IF ( :N = 0 ) [PR [STUMPED]]
IF ( :N < 2 ) [MAKE "P :P - 1 ]
END
```




```
TO X
PR [TOTAL RUNS] PR :T
PR [WICKETS] PR 11 - :P
END
```



HAVING ENTERED *ALL* THE PROGRAM TYPE: **SAVE "CRICKET**

TO PLAY A GAME TYPE: **MAKE "P 11** <RETURN> THEN:
MAKE "T 0 <RETURN>
(11 = NUMBER OF PLAYERS; 0 = NUMBER OF RUNS)

PRESS **G** <RETURN> TO BOWL
TO BOWL AN OVER TYPE: **REPEAT 6 [G]** <RETURN>
PRESS **X** TO SEE THE STATE OF THE GAME REMEMBER TO RESET "P AND "T AT CLOSE OF INNINGS.

NEXT MONTH:
GOLF!
WHEN "TAPPER" GETS A HOLE IN ONE — AND A SPLINTER IN THE OTHER! (HEE!)

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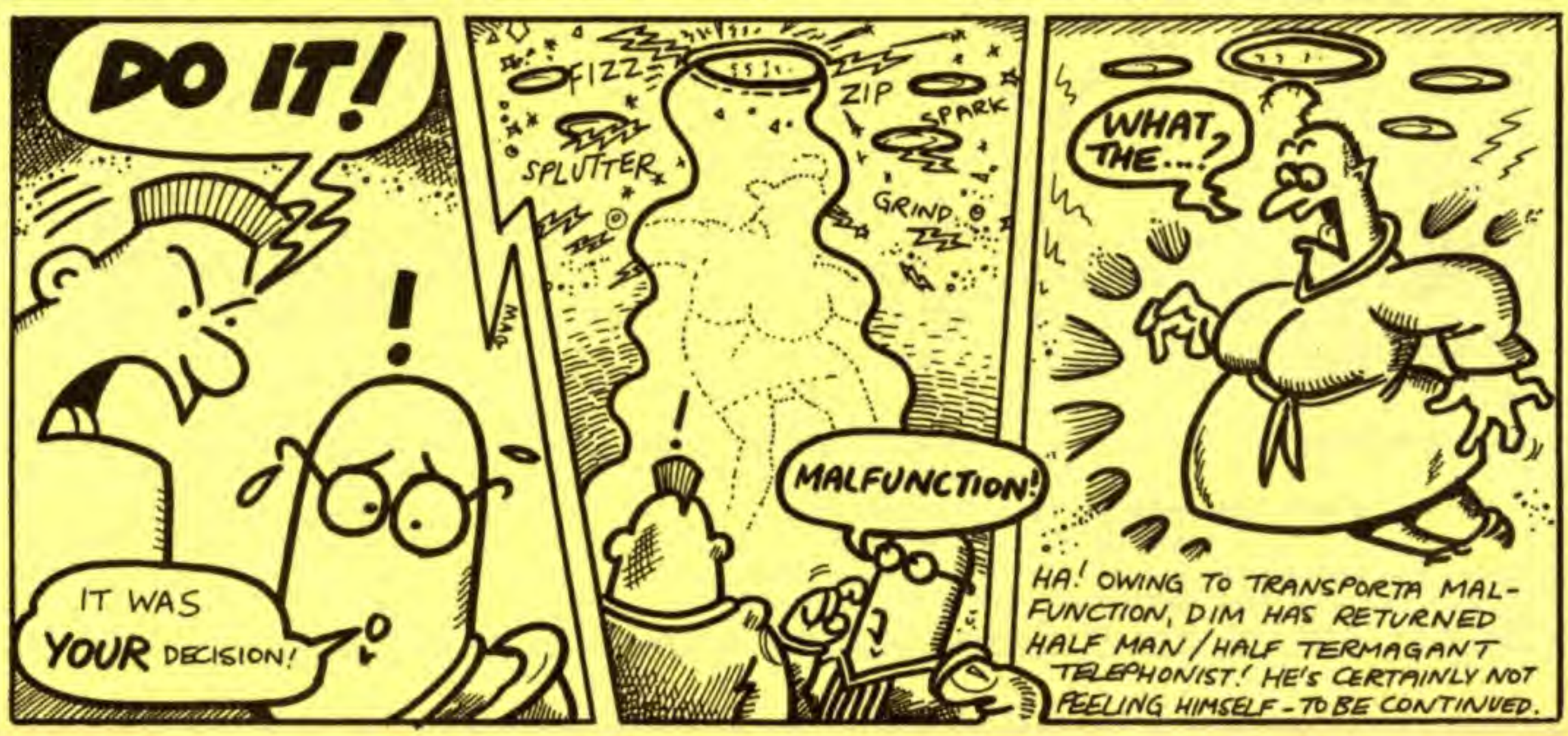
FIRST THE LEFT EAR. THEN THE RIGHT EAR, AND NOW

THE FINAL FRONT-EAR



Make it a joy day!

Ten super Pro Extra joysticks to be won

Be the envy of your friends with this great joystick from Dynamic. It's yet another great prize give-away from Let's Compute!

We've teamed up with our friends at NASCR, and have10 Pro Extra joysticks to give to our readers. If you would like to win one of these superb prizes, which come complete with Autofire and Slow Motion options, turn to the list of NASCR members on Page 44 and use the information there to help you answer the question below. Good luck!

Question:

Which firms would you find with the following postcodes ?

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(ii) C010 8BB
(iii) BR6 8LZ
(iv) WA1 1XL

ENTRY FORM

Your answers

I .....

II .....

III .....

IV .....

Name .....

Address.....

.....

.....

.....Postcode.....

Tel:.....

My computer is *(please tick)*

☐ Amiga ☐ Atari ST ☐ PC
☐ Spectrum ☐ C64/128 ☐ CPC

Send your entry, not later than July 31, to:

Joystick Contest, Let's Compute!
Europa House, Adlington Park,
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A COMPUTER GA
TO FINISH IN SIX

1

Amazing, this is the first you've heard about the game – and there's a screenshot as well! It looks impressive and is definitely worth keeping an eye out for. Still you'd expect to read exclusive news in a magazine that prints five pages of news every week!

3

So just what is this new project going to turn out like? Can't wait? Well with *Games-X* you don't need to wait just read our sneak previews to find out what the latest games will be like.

2

Who are the people behind this new game? Which games have they created in the past? How far is the project down the road? How do things look so far? What makes them think it will be any different than other releases? No need to worry *Games-X* is there as the news happens, asking the people who matter (games developers themselves) the questions that matter!

ME FROM START WEEKLY PARTS...

The game is great and is bound to be a big seller. You buy a copy at your local shop and watch the game's chart rating soar! And of course *Games-X* is the only magazine to print all of the weekly charts exclusively compiled for us by Gallup.

5

4

By now it's becoming obvious that *Games-X* is the mag to watch for 'firsts'. So it is of no surprise when GX prints the first review of this game you've been following – the monthlies can only lamely follow weeks later.

First with the news, interviews, previews, reviews, charts and player's guides – every week, priced just 60p! And the list's even longer, including massive competitions, in-depth features, posters and much, much, more!

You've bought the game but it really is difficult. What you need is a friendly player's guide to help you in your quest. No problem because one week later *Games-X* prints the definitive guide complete with joined digital landscape and helpful annotations. Remember *Games-X* prints more pages of tips than any other games mag

6

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Game	Computer	Score	Name	Age
Apocalypse	Archimedes	171,661	Simon Westlake	16
Arcroids	Archimedes	35,361	Oliver Clark	14
Arkanoid	Spectrum	50,000	Richard Pollard	8
Batman The Movie	C64	311,220	Paul Nicholas	11
Bricks	PC	15,980	David Diamond	11
Bughunter 2	Archimedes	14,090	Nick Bennett	13
Captain Comic	PC	338,488	Andrew Oakley	13
Chase HQ	C64	1,592,832	Paul Nicholas	11
Chocks Away Extra Missions	Archimedes	6990	RJ Bailey	10
Chocks Away	Archimedes	15,267	Christian Webb	13
Chuckie Egg 1	C64	206,480	Shaun Mellor	19
Coo... Droid	Electron	Completed	James Brand	16
Columns	Archimedes	1,423	Andrew Rowan	8
Commando	Electron	44,500	James Brand	16
Crazee Rider	BBC	39,120	John Hayter	11
Croaker	Electron	4,360	Jay Stewart	11
Digger	PC	72,225	Andrew Oakley	13
Dissy	C64	8,300	Jon Merchant	9
Drop Ship	Archimedes	267,390	Simon Westlake	16
Empire Strikes Back	Spectrum	325,000	Mark Williams	8
Felix in the Factory	BBC	7,750	John Hayter	11
Frogger	PC	24,760	Daniel Diamond	11
Guardian II	Spectrum	10,000	Mark Williams	8
Harrier Attack	CPC	12,405	Miles Jones	8
Hobgoblin	Electron	36,450	Christopher Jeans	12

Game	Computer	Score	Name	Age
Hobgoblin II	Electron	73,400	Christopher Jeans	12
KGB Super Spy	C64	404,460	Shaun Mellor	19
Kick Off 2	ST	9-0	Jack Lord	11
Kwik Snax	C64	1,896,300	Michael Cavers	11
Lander	Archimedes	1,030	David Winters	12
Manchester United	Amiga	34-0	Mark Gullifer	14
Miami Mice	Amiga	1,849,600	Tony Yeung	16
Mr Wiz	BBC	38,520	Alex McLeod	10
Nevryon	Archimedes	141,030	Andrew Rowan	8
New Zealand Story	Amiga	Completed	Jonathan Weale	10
Overdrive	Electron	175,125	Alan Harrison	12
Pakman	PC	22,670	Daniel Diamond	11
Pakmania	Archimedes	491,290	David Winters	12
PipeMania	Archimedes	45,350	Oliver Clark	14
Shadow of the Beast 2	Amiga	28,400	Tom Wakeling	10
Sim City	ST	817	Jack Lord	11
Skweek	Amiga	305,792	Tom Wakeling	10
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Yie-Ar Kung-Fu	Electron	254,500	Justin Cheriman	14

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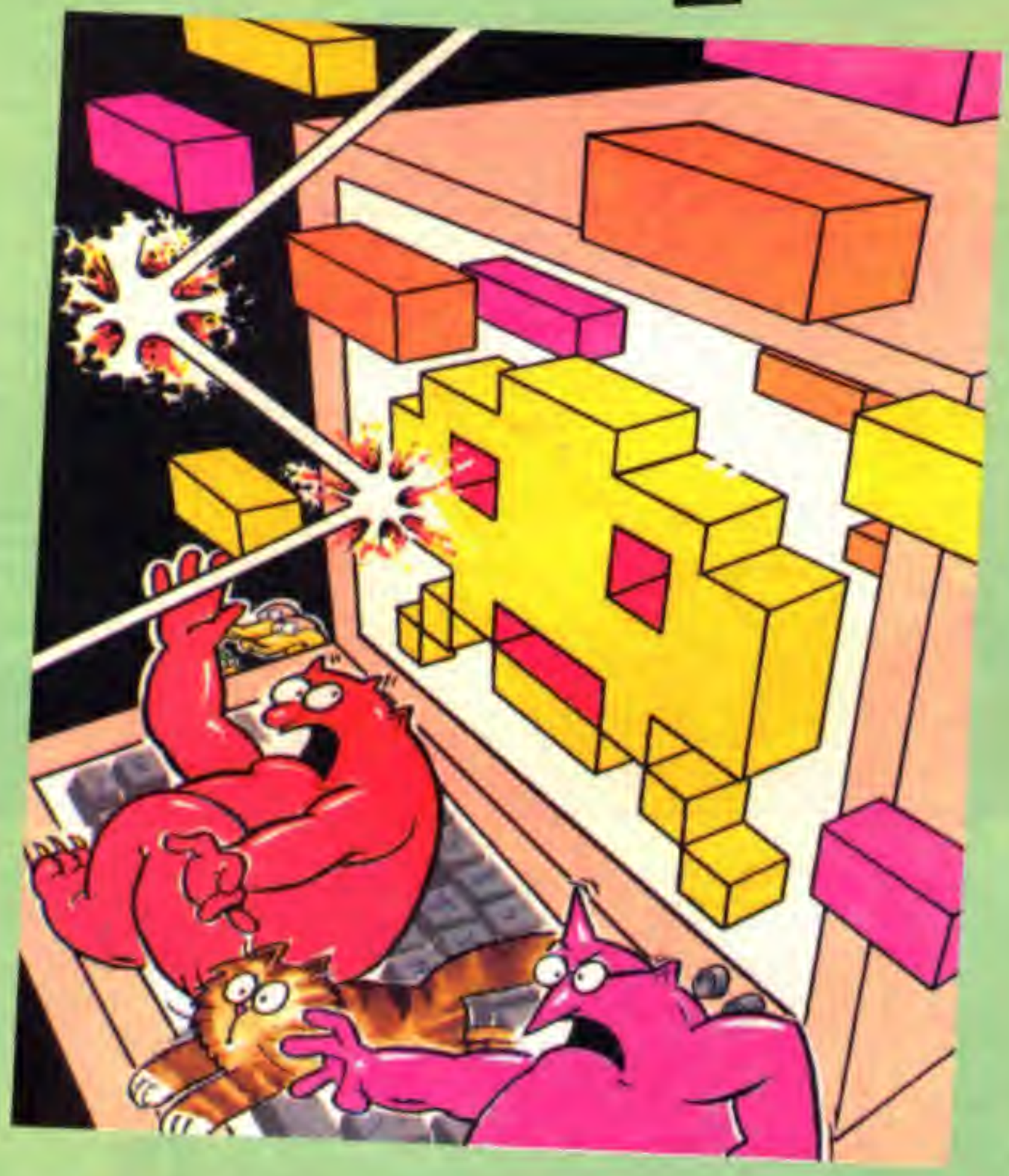

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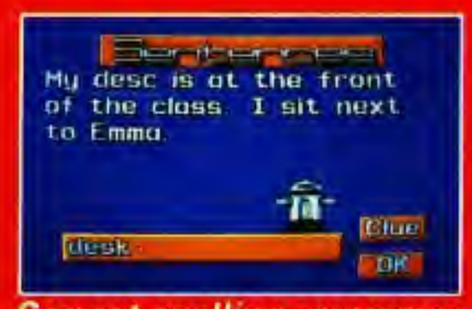

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BBC Micro/Master & A3000/Archimedes

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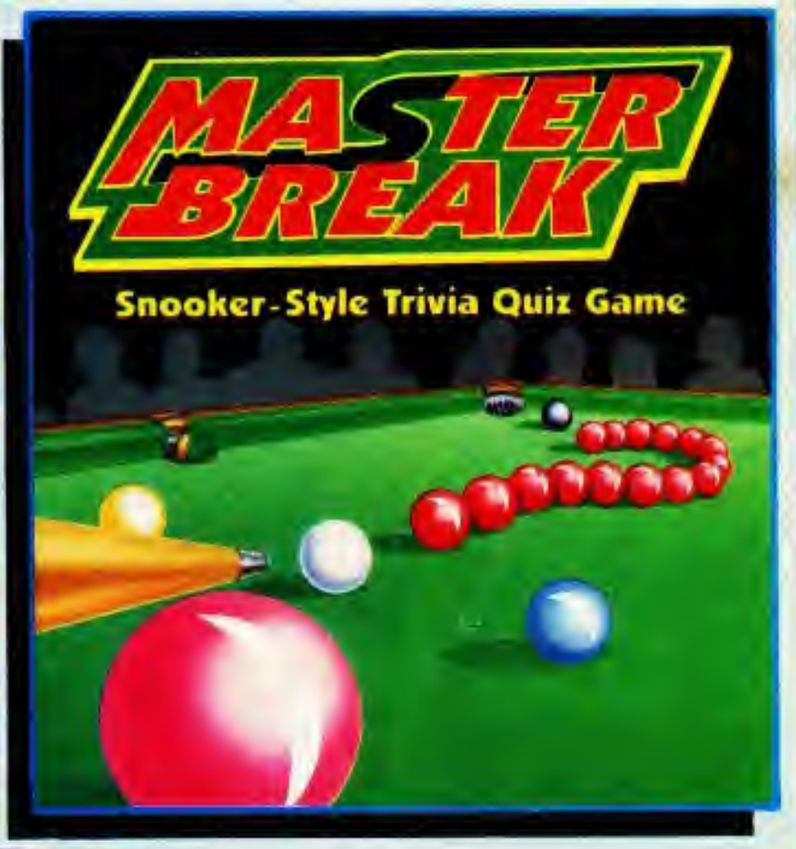

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